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AMIGA

### AMIGA

OCTOBER 1996 . CONTENTS

### **Editorial**



If you want to know about speed then this is the issue for you. The Amiga has been criticised for being too slow in the past, but the accelerators on show here take it into a different leadue. They are expensive, yes, but you can't expect to achieve

performance without cost. It's an equation which doesn't add up. On the feature front we take a look at the situation in North America, the home of ViScory, and that the new home of the Amiga. The Amiga show in Canada is covered along with ViScory's activities and the general state of hardware and software development on that continent. We also look at the next generation of Amiga Comma software, representated by the reviews or Mihami and

Amiga Comms software, represented by the reviews of minarial formation on pages 50 and 51. These packages are the most advanced of their kind, not just on Amiga, but on any other platform and, combined with the best equipment available for Amiga.

they can leave other computers standing. Many thinks to all of you who sent back the letter to ViScorp printed in the August is to Unfortunately, due to problems with the Arrings buyout tise nevels, we have been unable to communicated all your opinions to them wet, but fare not, this has sactable year holding on allthere are now more replies in the post bag than we seer insigned receiving, holding on allthe to the contract of the properties with ord or responses with which to make ViScorp the bit longer we have an even more impresses horder of responses with which to make ViScorp

sit up and take notice.
Finally, as of November we go monthly with our CU Amiga Magazine Super CDs. As usual they will be packed with the best software, pics





### **Cover Story and Features**

### 20 Amiga Stateside story

Our recent Euroscene feature covered how the Amiga is doing in Europe. Now it's time to look further afield and check out the current state of play of the Amiga across the pond.

### 24 To infinity and beyond

The Net is here to stay. The Amiga has been linked to the Net longer than any other machine so it should be up to us to lead the way forward. We examine the next generation of Net software for the Amiga.



### 53 Accelerators

Now everyone can harness the awesome power of the 68060 processor, thanks to the new Cyberstorm II 060 and the Apollo 1260 cards. For those with slightly less spending power there's also the highly desirable 68040-equipped Apollo 1240. Turn to page 53 for all the details.

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Kick 081'95 40

### **Cover Disks**



8 Upper Disk Tools

Cover disk 142 is something you should always have handy in case of emergencies as it will help you recover those vital files in the case of a total hard drive breakdown. Upper Disk Tools is really two programs: Recovery and DSBackup and they're both yours on this excellent cover disk.

12 Mikro Mortal Tennis
This little belter of a tennis game on
cover disk 143 rocked into the office
last week and completely won us over
game set and match. We were so
impressed by it we decided to put it

game set and match. We were so impressed by it we decided to put it on our cover disk. Try out a few matches for yourself, you can play either arcade mode or player vs player mode in this demo.



"Three seconds after loading a level,

The artificial genome in an embryonic harvest

shall grow to burn the humanity plague

We he Pute from the killing ground

We the Breen futura genuflexion



"Three seconds after loading a level,
I became a believer!"

EDITOR CU AMIGA

"Amiga's brightest star for 96"

NICK VEITCH

TOPOUNDS



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# k Too

DSbackup
DSBackup is a simple tool which enables Recovery to help out in the event of a serious hard drive error. help out in the event of a serious hard arree error. DSbackup backs up the details of your partitions in two ways. It will create a mountfile or Rigid Disk Block (RDB) file based on an existing partition (or any AmigaDOS volume). So, in the event of a serious cor-ruption of the hard drive, the partitions can be nted either by re-writing the RDB file to the hard

emounted either by re-writing the RDB file to the hard drive or by mounting from an Amagino25 mountist. To create a backup, non DSBeckup and elick on one of your hard drive partitions which should signess in one of your hard drive partitions. Which should signess in macrosary. Once done, press Show and the precise amountist can be award out. In the event of a loss of this device, it should be passible to restore the drive. The should be passible to restore the drive. The hard was a should be passible to restore the drive. The hard was a should be passible to restore the driven have been as the should be passible to restore the driven for the device, it should be passible to restore the driven for the device of the driven for the dr

that drive. If this viery
me as many mount lists.
If the RDB for that hard drive is ever lost, the
estore a RDB from ... option can be chosen after
ghlighting the hard drive to write the mountfile to
that after a serious hard drive corruption, the Note that after a serious hard drive to write the mountries too devices when restored may show up as NDOS or the like (after restoring an RDB, a reboot will be needed) Ignore this, Recovery should still be able to salvage

gnore tims, necovery amount sun to allow to severely the files onto a healthy drive. Back up your hard drive RDBs and keep your CU Amiga Upper Disk Tools cover disk in a safe place. Don't forget to also keep your hard drive RDBs and mountlists on floppy disk, otherwise if your hard drive is damaged, you won't be able to Recover lift The could be to make the manufact manufact for Upper Disk Tools will be on CUCO4.



Sleep easier at nights, safe in the knowledge that if all is lost on your Amiga you could get it all back in one piece thanks to Upper Disk Tools.



grams. A disk recovery program (unsuprisingly) called Recovery gram called DSBackup. They can both be run straight from this month's cover disk or they can be installed onto floppy or hard drive. You will need as least

Amina OS 2.0 to use either package. Also please note that Upper Disk Tools doesn't work with Fourth Level Development's

AFS filesystem The Recovery program is unlike conventional disk salvaging tools such as AmiBack Tools and DiskSalv. Whereas these two packages work from a single GUI, when you run Recovery you get a GUI with several complex-looking gadgets. However, it's simpler than it looks, as Recovery creates a handy AmigaDOS device called REC: when run. This device labelled Recovery has a hard drive icon and it can be used via the Workbench . REC: can also be used with any Amiga program capable of accessing devices such as the AmigaDOS Shell or a directory utility like Directory Opus. Whether using Workbench or anything else, when a directory is obtained of the REC: device, two drawers



▲ When you first run Recovery it looks a bit confusing as there a let of windows but in fact it's very simpli



▲ You can use Recevery's REC device with Directory Opus and other similar programs.

Search for files:	Sganned drives
Not deleted   Deleted   Deleted   Lost   Lost   Lost   Menderless   Search gattern!   Search nethod:	F2
(3) Fast search	Minimum ty se desse
Skip read groes   Before start granning   Before start granning	

▲ The Recovery GUI can be quickly accessed by using the bet key control-alt-c

will appear called Drives and Scanned drives. The Drives drawer will contain sub directories for each and every OFS/FFS formatted track based device on your Amiga. entered, Recovery will scan the drive concerned. Whether it performs a fast search only for Deleted, Lost and Headerless files or whether it shows every file on the drive depends on the setting of Search Method on the Recovery GUI. The Fast setting is fast but won't show all files while Deep shows every file but needs to read the whole disk. A word of warning. of a drive, that drive will be unavailable for the rest of the Amiga sysagain there's a cycle gadget for this on the Recovery GUI called Before start scanning a disk make it:'. In order to free the drive up again so that the system can use the Recovery GUI. All that's needits entry and press Free Drive. It will then be available for the rest of your Amiga programs

A quick scan By using Recovery in this way, any drive from simple floppy disks to the largest hard drives can have

them. However if more serious REC: device will not complain about any read/write/checksum errors. It will contain the files whether they are whole or damaged so everything from a selective recovery to a massive disk salve operation by copying the entire drive elsewhere can be performed. In the latter case, the offending HD can then be formatted and the conof the REC: device. At any time the Recovery GUI can be hidden by pressing the Hide butcontrol-alt-r will make it reappear when needed

### Take note

There's a few tips to take note of with Recovery. If the drive in question has read errors, you'd be well advised to click on the Skip read Errors checkbox on the Recovery GUI. You could also fill in a pattern such as #?.qif in the Search pattern box so that the REC: device only showed .gif files. Lastly, if memory is running low, there's an option which may be activated from the options menu to activate Recovery's Low memory setup which will slow things down but at least still work.

lue to a bug in amigaguide.library V34.11 that prevents it from working correctly th AmigaBOS 2.04, 2.05 and 2.1 the on line help facility has been removed for to run under that version of the operating system. This bug was discovered er the Upper Disk Tools documentation had been printed. We greatly regret the need to remove functionality from our software, but felt it necessary to p 3.0 or higher as long as amigaguide library V39 (supplied with AmigaDOS 3.0 and above) is available to the system. Online help is still available to users whose igas are running less than Amiga DOS 3.0. It will be in the form of help windows han Amigaguide. We want to apologise for any inconvenience to all the Fected by this last minute change. A new fixed version of amigaguide.lil will be freely available to every registered user of Upper Disk Tools via the pr domain network in the form of programs (patches) that update the installed are. Also note that bug fixes and minor enhancements will be made avai via the same route (public domain)

Dear User Thank you for purchasing Upper Disk Tools. We hope it meets your expectation We would like to continue developing it further, to make it better fulfil your needs. We hope you would like to help us in that task by providing us with feedback. This can be achieved by replying to the following questionnaire. Remember that bug fixes and minor improvements will be distributed freely in the public domain. When finished, please return the questionnaire to: Upper Design, Aparto 391, 3880 AVEIRO, Portugal. Email Address (preferred contact method): Internet: Upper Design@zeus.ci.ua.pt

Fidollet: 2:361/1.8 BIX: mlemos (@bix.com)
Cut here and return to Upper Disk Design
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1 Serial Number:

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5 Telephone Number.... 6 Year Age 7 Email Address - Internet:.

8 Fide Net 11 Computer (A500 etc) .... 12 Other hardware... 13 You decided to buy it because ...

14 Has this product met your expectations (if not, why?)...

15 Do you find this product intuitive and easy to use? (if not, why?).

16 Has the on-line help facility been helpful enough? (if not, why?).

18 Suppostions, comments, and bug reports

17 Are there any other types of disk related programs you would like on the disk?

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# structions

Upper Disk Tools
Disk number 142
Upper Disk Tools is a handy program to have around as it could prove to be a life saver in the disastrous event of a complete hard drive crash. Although it hurts to even think about it, this little program could help you retrieve all those vital files (see page eight for more details on exactly how it performs this miracle).

performs this immace; Upper Disk Tools (UDT) is really two programs: Recovery and DSBackup. You will need at least Kickstart version 2.0 to run either and Kickstart 2.1 to use the non-English language versions of the catalogues. You can run UDT from the cover disk or choose to install

disk and reset your Amiga, it will load up a very simple Workbench. From here, enter the UDT directory and simply click on DSBackup or Recovery. The same operation can be performed by booting from your own Workbench either on floppy disk or hard drive

pppy unsk or mard drive.
Installing UDT to hard drive is also extremely simple.
mply enter the Install directory and click on the Installer
r whichever language you prefer (UDT will default to
uglish). Recovery and DSBackup can also dragged onto any

disk or hard drive partition you like Remember that you'll need a copy of UDT on floppy disk in use something goes seriously wrong with a hard drive so it ight be a good idea to make a backup copy of the cover

### Mikro Mortal Tennis



Disk number 143: Not only is tennis game, it's also a self booting disk. All you have to do is insert cover disk 143 into your internal drive and restart your joystick in. You need it to play the game. Once you've started your Amiga it will take about a minute to load the demo. Once with an options screen that allows you to choose either arcade mode or a player Vs player mode. Use your joy-

stick to toggle which option you want. After choosing, you will enter a playing screen as one of the two players. To serve, press the fire button and move the joystick to place the short-lived red target roughly on the spot you want to serve to. To return the ball first position yourself, then press the fire your joystick pressed firmly in the direction you want to return to. Try main features disabled in this demo are the league and champiavailable. Don't forget your Robinson's barley water now!

### IF YOUR DISK/CD WON'T LOAD

- We go to great trouble to ensure that the CU Amigo Magacine cover finks will work as a models. Bowever if you do experience problems follow this simple guide.
- 1: Remove all unnecessary upgrades and peripherals, such as printers and modems. Some trapdon expansions can also cause problems. 2: Follow the instructions on this and previous pages exactly
- 3: Contact our 3.5 inch disk people: DISKOPRESS, 7 WILLOW COURT, BOURTON INDUSTRIAL PARK, BOURTON-ON-THE-MATER, GLOUCESTERSHIRE GLS4 290. TEL: 01451 810788. Tel: 01451 810788. Email:100714.334@compuserve.com
- I they advise that the disk is faulty. Sil in your details in the form below, and send this form, along with the faulty cover disk and a 25s stamped self addressed envelope to: CO Amiga Magazine Bisk Returns, DISXXPRESS, 7 WILLOW COURT, BOURTON INDUSTRIAL PRAY, BOURTON-ON-
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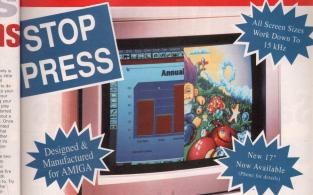








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# **Saving Amiga Takes Longer Than Expected**

he legal difficulties pointed out by Bill Buck regarding the Amiga takeover have meant that no new announcements have been made by the Chicago company about their duction more difficult Amiga plans. Despite tacit with a licence possibly A4000T would be top of their list of priorities, according to a rare interview carried out by Thomas Svenson of Amiga Info magazine in Sweden,

remarkably tight lipped. his press release last many loose ends regarding ownercopyright, parts etc which curproblems were unsatisfactorily Escom when they took over Amiga. This could be a big headache

the whole VIScorp manage-

ment team have remained

use the Amiga as the basis for their ED set-top box. If Amiga copyright is even partially owned a grey area surrounding the ownership it would make pro-

payable to a third party. This is obviously not what VIScorp intended when they announced that they were purchasing the Amiga lock stock and barrel several months ago. So the process has still not finished at time of writing, despite several

announcements that it had, We have now received over 2,000 responses to the save the Amiga campaign. They have come from all over the world as well as the UK and

many people have

added their own

comments to the

list we made on

the letter.

ing upgraded and supported the computer through thick and thin and all want to continue using the Amiga in an advanced form past the year 2000. We have now gath ered all the responses for the month and will be presenting them in a post sack to VIScorp We'll have their first com-

are their loyalty to the Amiga, hav-

ments next month. By then we can only hope that the legal situ ation has been sorted out and they can give us some positive concrete answers.

### The Little People

As well as Enigma, OTM are currently working on another new title. This new game may be called gnomes in tribute to the stars of the game: those loveable garden ornaments. So far it is billed as puzzle game which as well as all the usual bolts and nuts will feature an extra special installer which will recognise which machine (Gnomes will run on all Amigas with 1Mb as well as PCs) you have and install the relevant graphics, sound FX and music. Superb.

### ICPUG Trial Offer Delfina DSP Imminen

For those not familiar with ICPUG, the former Independent Computer Products Users Group, it is a network of Amiga (and Commodore 64) fanatics who swop information, advice and software for their favourite computer. The group is an invaluable source of information on all aspects of Amiga and if you are a serious user and you want to contact like minded people you might find it useful to get in touch. At the moment they are this September through to the the end of the year for £10.00 in

The non-profit-making organisation which was formed in 1978 with the aim of supporting most home computers, but especially Amiga, as well as PC and other machines made by the former Commodore company.

The trial membership includes use of the ICPUG free PD software library for the Amiga, and all plus a free PD library (DOS and and technical help hot-lines are Through the Readers Write

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section of the ICPUG Journal members can contact other users UK and overseas. With the demise of Commodore and the acquisition of Amiga Technologies by VIScorp, the 'For Sale and Wanted' column is often the only means of acquiring items which

To get more details call the Membership Secretary, Tim Arnot, 17 Colne Drive, Oakfields, Didcot, Oxon OX11 7BZ or Email him on:



A new sound card offering realtime digital audio effects in 16-bit stereo is almost ready for release. The Zorro card known as Delfina, from Finnish developers Petsoff, has had its full release delayed slightly while the final touches are made to the software. We expect to be able to bring you a full review in the next issue of CU Amiga Magazine. When used as a realtime sound processor the card offers noise gate compression, distortion, delay, phaser and equaliser effects, all of which are fully configurable from the software interface



### **Blittersoft Announces New Deals** Blittersoft now join Harwoods as · Max non-interlaced res

suppliers for the full range of peripherals developer Phase 5 here in the UK

They will be supplying the Cyberstorm, Blizzard and Cybergraphics cards as well as their various peripherals such as SCSI chips etc.

Blitttersoft will also be carrying the new Picasso IV graphics card released in competition with announced last month.

This new board will be fully Zorro II/III auto sensing and will have the following features as standard:

· 64-bit Cirrus Logic 5446 Chip Max Pixel clock 135 MHz



1280 x 1024 (8-bit) and 1024 x

 Mac 4Mb EDO RAM (2Mb standard).

· Flicker fixer on-board

. Zorro II/III autosensing · 'Video on Workbench' -

a scalable LIVE video window · Audio capability such as

switching between different sound sources, original Amiga sound, graphic board itself (sound chip future upgrade), CD

ROM audio and video source. · Compatible with genlock · Ports for additional modules such as MPEG, TV-Tuner. Sound

The new Picasso IV graphics card from Blittersoft is due

for release towards the end of November and should be priced around £399.95 for the 2Mb board. We will hopefully have a head to head between it and the CyberVision 64/3D in th next month or two. So watch th space very carefully.

### **Amiga Top 10**

5		Supplied by HMV			
	No. Title		Publisher		
	1	Worms	Ocean		
	2	Kick Off 96	Anco		
	3	The Killing Grounds	Ocean		
	4	Sensible Golf	Virgin		
)-	5	Super Tennis Champs	Audiogenic		
	6	Sensible World of Soccer Euro'96	Warner		
,	7	Premier Manager 3 Deluxe	Gremlin		
	8	Ultimate Soccer Manager Data	Sierra		
	9	Super Skidmarks	Guildhall		
ne nis	10	Brian Lara Cricket '96	Audiogenic		

### **Opus 5.5 Now Ready**

One of the Amiga's most essen tial utilities, Directory Opus 5.0, has just been upgraded to version 5.5. The original award winning 4.0 was cover mounted on CU Amiga Magazine in February 1995 and was superseded on the shelves by version 5.0. which scored 95%. The utility which can almost replace

Workbench allows vastly

improved file handling and a more modern interface. However some users (including members of this mag's staff) suggested improvements to the 5.0 release many of which have been acted upon for this version. They claim that it is "more of a new version than just a simple update". New features quoted by GP's Dr Greg Perry include:

 An enhanced WorkBench Replacement Mode has been use DOPus 5.5 as a complete · An integrated OpusFTP capability that lets you access remote

Internet sites directly by using standard Opus Listers. · Sleeker, tidier button banks

and requesters · New Filetype-specific pop-up

menus allow special menus for icons and files. Use Filetypes to add custom menus for different types of files and icons

· New independent HotKeys are now supported.

· New Scripts system allows functions to be executed upon most system events.

· Custom menus have been improved with multiple user menus with sub items. · New Automatic Filetype

Creator allows you to create and

test Filetypes with ease. · A font viewer is now included. . New colour remapping of button and icon images with support for 'Magic Workbench' and

similar systems. · Cybergraphics RTG are

· Enhanced clipboard support providing full cut, copy and paste in gadgets and file Listers

· Listers can now display a · Several new internal commands and many new ARexx commands have been added or extended with new features. You can now even add you own

internal commands with ARexx Available in September from Wizard Developments at £59.99. there will also be an upgrade offer for registered users of Opus 5.0. If you want more information call Wizard on 01322 527 800 or check out GP's Web Site at:



### **Vulcan's Lined Up**

Vulcan Software, those basti Amiga games are now on-line Their new web site will include details and downloadable demos of all their latest releases such as the latest in the Tiny Troops series and Jetpilot. Up to date information on other games in the pipeline will also be there as well as information on current titles and registering facilities. You can access



their site on www.vulcan.co.uk

A See early screenshots of Bograts on their site

Phase 5 products by up to £50 in response to Blittersoft being appointed as new distributors. You can now get a Blizzard 1230IV for just £159.95, exceptional value. See their forthcoming advertisements for a full list

**Blitz Book** 

getting ready to release the Blitz

tion contact the NRS web page

or contact Michael Kramer

owner of Neather Realm

amigamall.com/nrs

United States.

Software at r3mwk@vm1.

cc.uakron.edu or http://www.

NRS are at 2930 8th Street.

Cuyahoga Falls Ohio 44221,

Phone/FAX: (330) 928-1738.

Harwoods

Slash Prices

have just cut the prices of their

### **CU Special Offer Is A Reality** All you budding game developers out there take note. BPM

Promotions are giving CU Amiga readers a free demo of their Reality Game Engine (previewed August '96). Turn to page 34 for more details.

### **Returning To The Fold**

Contrary to popular belief Effigy Software haven't abandoned the Amiga at all. They've come up with a povel way of incorporating their interests in both PCs and Amigas. They will be releasing their games on dual format CDs which will run on Amiga and PC. Lots of goodies are lined up for the not so distant future. We should have more news of releases soon.

### **Attention All Artists**

Keiron Robbins, formerly of InternetFCI, is a keen Amiga enthusiast who has recently taken the leap and formed and World Wide Web page design company called Conspicuous. What's interesting is the fact that Keiron uses Amigas to design the



uses Amigas, is looking for artists' submissio

graphics for Internet web sites for corporate clients, often utilising such packages as LightWave and ImageFX. What's more, Conspicuous is implementing a graphics library consisting of both 2D and 3D graphics. If pictures in the library are used in the design of web sites or by other clients. the author will be payed a royalty. Accordingly Conspicuous is nutting out the call for Amiga artists, whether 2D or 3D, to submit their material into the library and stand a chance of gaining

fame and fortune from their Amiga work. In order to do so, why not drop into Conspicuous' WWW site on http://www.conspicuous.co.uk. You can also E-mail gfxlibrary@conspicuous.co.uk for details on how to send material

into the company.

### Cheap DPaint Add On

DRC Sequential Graphics, an American Amiga developer for the past four years, recently announced that their Motion/Collage package, a third party product for Dpaint IV and V is to be sold off at a bargain basement price. A demo of the product can be downloaded from their web site at: http://www.itsnet.com/~bug/ StudioMushi/mc.html

Motion/Collage contains 150 motion clips for Deluxe PaintIV and V's move requester, each with a descriptive name detailing the degree, angle, and style of movement. The motion clips simulate complex DVE motion for logos and graphics. Motion/Collage package includes the following 150 motion clips, a tutorial and 50 lo-res. 2 colour, reference animations and an installation utility.

This collection originally retailed for \$69.95. Now they want to sell all remaining stocks for just \$5. They are US based though so out more, send Email to D@itsnet.com or call DRC Sequential Graphics (now called Studio Mushi) at (USA) 00 1 801 373 9579



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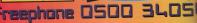


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# The Amiga in **Morth America**

Now the Amiga has returned home to North America, we investigate just what that vast continent has to offer ... the many faces of the North American Amiga market.

> h, North America. The vast New World, so often misunderstood – even when it comes to Amiga computers. Unlike the UK and mainland Europe, the Amiga failed to make a lasting dent in mainstream personal com-

puting – despite the fact that for a time, large department stores couldn't keep A500s in stock. But as with any industry, the retail memory is very short-term and the Amiga has faded into public obscurity.

Amiga has faded into public obscurity.
Of course, obscurity has a strange way
of making the Amiga flourish. After
all, hordes of Amigas have

been sold on the continent, bringing many users back from other machines. Often these sales are immediately associated with video work, and while it is true that a good many. Arriigas have been sold to video enthus and the sold to wideo enthus the sold to wideo enthus the sold to the sold to wide the sold to the sold

How have the times been treating us?
Well, of course, the death of Commodore hurt everyone worldwide.
Unfortunately, Escom's emergence was no

great comfort to North American users, since Escom had no established presence on the continent. The selection of SMG, who had acted as Commodore's service organisation for warranty work and repairs, as conti-

nental distributor ended earlier this year in a strange set of circumstances and an even more bizarre corporate letter.

QuikPak, the contracted US manufacturer of Amiga 40007s. informed

SMG that due to their insufficient order quantities, they were effectively terminated as distributors. Not to be outdone, SMG sent a letter full of apocalyptic imagery to a surprised online community, and departed the Amiga market. QuikPak has acted ever since as distribu-

tion coordinator for North America, selling in quantity to whoever can meet criteria. That criteria, of course, means you want to buy a lot of Amaga 4000 first the going task, which is not an enginherant policy and the enginherant properties of the engineering the enginee

A1200s have made their way across the occepa though. The off-overlooked other cocepa though. The off-overlooked other cases are considered to the other cases and once the SX-1 and lower-cost CO32s became available after the Commodore auction and sale. Now, due to their rather limited production runs, they are all but impossible to fine-fine-dam market was exceptionally hestiant when it came to Escombinally hestiant when it came to Escombinally hestiant when it came to Escom-

In fact, to a large degree everyone was in a lwait-and-see\* model, Last summer, however, a pair of Canadian Arniga shows broke the stalemate and encouraged more Arniga activism, which can be seen in spades these days. More on that later. So, you willoader, what's poing on in the Arniga market over there? Here's the face:

of the Amiga community in a number of different capacities.

The Face of the Amiga in North America: Activism

Annual Action of the Computer of the Computer of the Computer of the Computer or obtained on the Computer of t

### The software side The Final Writer vs. Wordworth debate is

neverending as both programs continue to be developed. Softwood in the US keeps up their end of the bargain by continually upgrading Final Writer, as well as supporting their other productivity titles. Other major and legendary Amiga software



companies, such as SoftLogik, authors of PageStream, also continue their Amiga development even if their flagship products are ported to other platforms

The other side of the coin is the company that in some ways is an ironic success story - born as an independent company right around the time of Commodore's demise, Nova Design has done very well with their ImageFX graphics processing package since taking distribution as well as development into their own hands. Based on the success and frequent upgrades of ImageFX, Nova has also recently acquired the source for Aladdin 4D and a new version with

revamped interface and ImageFX crosscapabilities is due in the fall. Fred Fish has renamed his company Cronus and now deals in several different platforms of software but the Amiga is still high on his list and work on the Amiga Developer Environment (ADE) continues. ADE is a full-featured, free C development

package for Amiga coders. Dale Larson is still very much involved in the Amiga market with his company, Intangible Assets Manufacturing, IAM has recently acquired publishing rights to MRBackup (or Mr. Backup, as Larson prefers these days), and continues to support its other titles, including Dave Haynie's DiskSalv. Of note here is that the - provide products seamrelationship between IAM and Fourth

Level Developments, publishers of Ami-File Safe, ended some time ago. And then there's the black sheep soft. to arrive, or aren't ware development - the return of gaming to North America. You'd probably be lying if you said you'd never heard of Capital Punishment, the imminent beat-em-up from Click Boom of Toronto, Canada. They've got more works in the planning stages as well. And in an interesting nove, Bigg Wolf of the US has taken over publishing rights to the FMV CD32 title

### As for hardware?

Final Gate

I recently engaged in a discussion with another Amiga fan over whether or not the focus of Amiga hardware development had shifted to Germany. To a large extent, this is true, but not entirely so DKB continues to manufacture and develop new products for the Amiga line. Most recently, DKB released a pair of SCSI-II accelerators for A2000, 3000, and 4000 machines, and has a networking card in the works. Their WildFire A2000/060 card has been shipping for some time now The former Great Valley Products is no

more, but GVP-M is carrying on the name Currently, GVP-M manufactures and distributes select new GVP and TekMagic boards, notable in that some models allow the mixing of GVP memory Simms and standard memory Simms. (Other GVP boards have adopted the industry standard outright.) Available now are A2000 and A3000/4000 68060 accelerators, and 040/060 models for the A500 and A1200 are planned as well.

Development of Amiga portables and luggables is taking an interesting turn. For some time now, Silent Paw has been developing and promoting its PAWS A1200 and A4000 units, which accept motherboards for the respective machines and incorporate them in custom cases complete with batteries and LCD. Now QuikPak has unveiled a preliminary design for a new A4000-type luggable machine, to be AC-powered only but with a new motherboard that boasts a video slot, Zorro slots, and is 040 or 060 on the board with up to 128Mb memory expansion standard (no accelerator card required) QuikPak estimates completion in six

Rave and dance club types will want to keep their eye on Atlanta a bit longer and watch for the release of the Geodesic Designs' MindEYE. Based on the old Mindlight, the MindEYE should be lots of rhythmic enjoyment when it is released.

### The Face of the Amiga in North

America: European Distribution As ever, a toss-up. Some companies are extremely reliable, competent, and consistent in providing an imported line of hardware or software. Oregon Research, in particular, has done a good job in tandem with HiSoft of the UK to lessly. Some products "The TAC want

just take a bit longer than would be hoped for aggressively imported. like most games. The cards on the continent

will be selling shortly Cronus is always prompt and up

to date in its support for Amiga users from Schatztruhe in Germany, However, there are still a few distribution coups de grace that remain to be made in North America



### The users

My employment with VIScorp as a communications consultant gave me a solid currency

unique opportunity recently to meet with four different groups of users in a two week period. What better way to base an evaluation of how things are out in the

Amiga goods. " Amiga trenches? Montreal Amiga Convention '96

The first of what looks to be a small series of Canadian Amiga shows this year, the August Amiga Convention was held in a series of rooms in a downtown hotel. At first, the layout was confusing for all involved - dealers were broken up into four medium-sized rooms adjoining a



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wide hallway. The system worked quite

well, however In the first large room, two Canadian dealers peered across the room at each other while smaller displays attracted crowds. National Amiga, a successful online Amiga dealership and the dealer with the most table space in the show, hardware to show for itself. Piled across the aisle was Wonder Computers International, the new company formed from the ashes of Wonder Computers Inc. Wonder drew significantly better sales for itself on day two, when a shipment of Phase 5 CyberVision and CyberStorm Mk

II 060 arrived. Next to Wonder sat Silent Paw and the PAWS 1200 display. The screen quality is quite good but the case dimensions of the A1200 unit may prove to be a stopping point for those looking for a true laptop. But the unit was up and running and quite functional with 060 board installed. Around the horn sat Syzygy, the

authors and publishers of The Digital Universe. DU was up and running, and I learned that the upcoming PC and Mac Digital Universes will come on CD-ROM.

Beside Syzygy was nestled a small demonstration area for Bob Fischer, the marketing head for Nova Design. ImageFX is now looking stunning especially when showcased by a real expert

which bordered the dealers Gfx Base on the one hand and ClickBOOM on the other. The final attendee for that room's party is QuikPak - nothing like a good A1200 motherboard to cause a disagreement

Keeping up with the technology is easy when you're as involved in the sales as Amiga dealers. At the show, The Computer and You and ValleySoft wanted very much to protect their end-user investments. Valleysoft brought a huge collection of Amiga games to the show, of such size nothing came close to touching it.

The show was attended by myself and David Rosen, VP of Business Development for VIScorp, as well as by Katherine Nelson, Assistant Editor of Amiga Report.

### Ottawa, Canada

After Montreal, we found ourselves in Ottawa, at the new Wonder Computers headquarters and later

addressing a user group meeting. WCi · was open for business on an unusually hot day when I was in town. The local users harnessed the energy of the group and tried to bring a significant number of stories and

history, but the plan unfortunately backfired as few Amigans were able to make it out to the standard meeting place. Those that came expressed concern in what they perceived as a lack of vision in VIScorp compared to others in the

Amiga market, namely Phase 5. Atlanta, Georgia

The Atlanta crowd was mighty happy to be the first to hear about the upcoming Amiga QuikPak portable, so some good news is always better than none. The user group meeting was well attended and an event in itself, including an Amiga game

relying on solid factual developments and deals to be made to ensure the continuation of work on the Amiga OS and hardwill be sure to share my findings.

Chicago, Illinois

Above all else, the Amiga users of The Amiga Connection (TAC) want to see real solid currency power over Amiga goods, and want to see a new Amiga generation ASAP - even if the specification is not to everyone's liking. In Chicago, a small but vocal video-using group requires at the very least competent software emulation as well as a fully acceptable lead time between commercial packages and commercial development packages.

### The future

"Of course,

nobody and

nothing's fate is

entirely secure."

Of course, nobody and nothing's fate is entirely secure. But, within the best of our knowledge and under months should be a very interesting time for the Amiga, Not final control of the machines, but the and new VIScorp proddesktop, will hit. If a

stopgap machine or bundle is made available, it will certainly be done within this The print market in North America is

picking up a bit. The Informer, a new newsletter, has sprung up to challenge for subscriber dollars. Amiga Legacy, a new ad-funded Amiga magazine, is in test-

marketing now And from now until March, a number of Amiga expositions present themselves to

one's attention. In October, Amicon is planned for Central Ohio. Registration for dealers and visitors is being taken now. For November, Amazing Software is reportedly planning a show. In December, Wonder Computers intends to operate another World of Amiga Toronto show. Add to that the plans to hold a show near Washington DC next February and the upcoming Gateway Amiga Show in St Louis next March, and it should be an ling Amiga fans alike.

The users that pride the Amiga on its ease of use don't always point out that while the Amiga is easy to use, it is not always easy on its users. In North America, some issues are harder to deal with than others, but overall it's not a bad place to live if you're looking to enjoy the company of an Amiga.

Jason Compton

Jason Compton is CU Amiga Magazine's Stateside correspondent. His regular column is normally in our news pages.





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What the Magazines think.

## Next generation Internet access

The Amiga is a brilliant Internet machine but only now does it have the potential to eclipse all others. We examine the new generation of Amiga Net software...

t can't have escaped anyone's attention how much coverage the Internet gets in the press these days – including CU Arniga Magazin. The Internet has exploded in popularity to the point where experts and casual trakerea sile; go systing' in the press of the press of the pressure of the p

For a long time, I and other Amiga Net househ seve accinovelegate the PC's superiority when it comes to accessing the Internet. That is not to say that it was befue to use a PC since even though the Amigas software was to any the accessing the Internet. That is not say that it was befue to use a PC since even though the Amigas software was to any thought the sense of community spirit that got what we needed programmed, made us slick to our guins. The PC didn't have it easy within was in the days before Windows to 1956 and white it had all the biller uppair contained to the programmed of the biller uppair contained to the programmed of the biller uppair contained to got connected.

### Sandra Bullock

However, when the press Type mechine stepped in with the help of Sandra Bullock convincing us that the world was full of beautiful female net nerds, software companies began to wise up. On the PC assytruits estimate appeared which would even run under Windows. Generally aufing, easy-touch the world windows. Generally audit uses GUIs to set up the programs so that one needs not become an expert in text.



config files and carry overs from the rock et scientist Unix computing platform. On the Amiga, folks who did know all

about the hideously complex software were building front-ends so that people could actually stand a chance of installing it. AmTCP in porticular is the most complex item of software I can over recall getting to grips with and for all that, it desert do very much other than act as the gobetween from Internet programs and the Internet. That's not to say AmTCP was been deserted and the say of the software in the say of the say o

In order to setup AmTLOP on a provider with no dedicated installer, you needed a good knowledge of Internet and AmTLOP despite there being no real documentation on the latter. Third party utilities needed to be obtained in order to evering eith seystem working. The PPP protocol which is used to forge the fails over the modern requires a shallowise driven the modern than the protocol which is used to forge the fails over the modern requires a shallowise driven the control of the voice. When things didn't work (which was commonly ou were pretry much on your own short of archings all of AmTLOP's configs.

up and sending it to an expert in AmITCP As it was, this only served to dissuade many from getting on-line or at least usin an Amiga to do it.

### Software overload Even while the Amiga's ownership has been uncertain and the market has seen

some decline, the business of Comms on the Amaga her only been growing, it was looking preity good a few months ago and that was before this month when we were bombusded by internet software for the Amaga. Nor list any internet software for the activative of the control of th

part, HiSoft's TermiteTCP, is also firmly seated in the easy-to-use category, it's placed head-to-head with Miami on page 50 this month. With either of these programs it's

now far far easier to get an Amiga on-line, some might even say only now possible, with Internet providers which do not have specific and specif

created for Demon Interiesz.

Senorea Arrigin users, performs the hardmont in setting up and interiesz in a conmont in users and interiesz in a conmonth interiesz in the format interiesz in a conmonth interiesz in the format interiesz and of the configuration files for Arriffe? Now much easier) and since the new package of the configuration files for a format in a package of the configuration of the conmonth interiesz in a conmonth interies

### So many machines So considering that it's now far easier to

get on this Infernet with Miami and TermiteTCP how does the Arriga compare when it comes to the Internet clients? These are the programs which run simultaneously with the so-called TCPIP stackwhen your Arriga's on the Internet. The client software can talk to the Internet and any machine on the Internet (which is millions all over the world) using the TCPIP.

stack as an interpreter. The most common and popular Internet client is a World Wide Web browser or WWW for short. This is actually the newest popular service type that's available on the Internet and it enables navigating around information sites all over the world, viewing documents including text and pictures, driven only by clicks of a mouse. It's a beautiful system and never before has mankind had such a resource freely available in their own home. WWW browsers have now come to do even more than the basic browsing, they browse text-only newsgroup conferences and read/write E-mail too. Mostly this is due to the industry standard PC/Mac browser Netscape trying to take over not just WWW but all Internet services. it's this area where the Amiga was at it's most weakest. Originally there was the

It's this area where the Amiga was at it's most waskes. Driginally there was the sex only ALynx and the amazingly buggy at crash prone AMossia whose nature went a long way to falsely starting MUI's best reputation. In these days, browsing on an Amiga was clearly inferior to the PC and Mac though luckly things have got better. Alfeb arrived, a reasonably simple MUI-less web browser which at least brought stable graphics based browsing back to the Amiga. Later the freeware Voyager browser supported a

much greater part of the HTML standard (see the HTML tutorial in Wired World) than AMosaic and AWeb. In fact it still does the job and in the space of a few months rapidly became the Amiga's most popular browser. Things looked better on the Amiga but still a long way behind Netsape.

Making headway

That was until IBrowse 1.0 was released this month and to a lesser extent AW6-II. Finally, the Amiga has a browser which understands the bulk of HTML, supports tables (but still not frames) and has wonderful progressive loading which means pictures appear as blank boxes right away but gradually fill in as they are download. IBrowse even supports anim GIFs

which is a fairly new Netscape addition.
AWeb-II can't boast such power but it also has its own array of features which may suit the perpetual MUI hater. So on this front. Amiga Web browsers are perhaps three quarters of the way there, with vigor-

ous development continuing. I never thought I'd see browsing on an Amiga look so good as with liBrowse 1.0, a graphics board and a Cyberstorm-II. The speed was superior to my Pentium and It also left same memory free to run the other clients as seen in the screenshot here.

The next most popular internet client internet client.

are Email clients. Most everyone should have heard of Email. It allows you to send text messages (and binary/pictures with the MIME standard) to anyone else in the world in minutes. Here the Amiga was already very well catered for giving the PC a good run for its money but just this month there was yet more activity on this front also: YAM 1.3 standing for Yet Another Mailer was released which is a wonderful MUI based Email client with all the necessary code to communicate to the Internet provider built-in. Being incredibly easy to set up and sporting powerful features such as Email filtering of mails into separate folders and built-in

MIME support, YAM is a certain winner.

Amiga slaughters PC
Since we're on the Internet, it would be a

little givenless to continue sending off for PDI disks now, wouldn't it? This is because you don't have to with FTP or File Tinnsher Potcool clients. You can what's more, start as many FTP clients as you like and download as many provided the remendously handly resource among termendously handly resource among termendously handly resource among termendously handly resource among to top two FTP clients are as nothing compared to AmFTP AmFTP mFTP and the amazing FTP Mount which creates an army thought of the potential of the provided of the provided of the provided to the provided of the provided to the provided of the provided to the provided of the provided of the provided provided to the provided provided the provided to the provided provided to t

### Shining future

Multitasking is what really pulls the Amigo out in froit. While running all those internet clients simultaneously, and the control of the control of the control of the control of teams. Not like using a FC where despite the help CPU power, jerky, nor smooth behavior at a commonglistic three's also memory considerations. Netscape 3 Gold on the PC likes to have at least 10Mo of memory free before it considering some owners of low-spec. Amigos compliand about MU using a couple of hundred K. One things for considering some owners of low-spec. Amigos compliand about MU using a couple of hundred K. One things for year and fings can be many and year and fings can be many and year. A many can be many more clients at acceptable speed than even a relatively powerful PC.

hardly manage a resume which means when their system crashes (note when and not if), they're doomed to download the whole file again.

Newsgroup reading/writing isn't brilliant on the Amiga. There's packages to ing while others are simply incompetent. However, work progresses even here. There's also the IRC or Internet Relay Chat, while allows global real time conferences. Here the PC has nothing to remotely touch AmIRC and others. This isn't a statement of preference, it's a statement of fact built upon the features supported including the new IRC standard which the PC hasn't begun to support. The Amiga has its share of excellent Internet servers also, such as AWS for serving WWW pages and FTPd for running your own FTP site. Here the Amiga benefits because of its similar nature to Unix making ports relatively easily

The future of the Amiga as an internet box was already assured but now it's positively shining. Long live the Amiga on the net. Hip hip hooray. 

Mat Bettinson



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AmiTCP

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nex, violence and football feature in our reviews section this month. For sex and violence see Capital Punishment, for footy action see Kick Off '96. And there are lots of new titles

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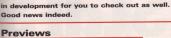
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## **Reach tor the** In the first of a brand

new series, we talk to people who helped make the Amiga a revolutionary games machine. This month: Sensi's John Hare ...



CU: When and what was your first involvement in the computer games industry?

JH: "In May 1985, I started to do some graphics for a Spectrum game called Sodov The Sorcerer which my mate and soon to be partner, Chris Yates, was converting for a company called LT Software in

CU: And at what point did you first start exploring the potential of the Amiga? JH: "It was with the conversion of International 3D Tennis from the C64. We were latecomers into the 16-bit fold and to us the Amiga was a bit of a begrudging step seeing as we were doing so well on the C64 - a bit like the way we feel now

"Thanks for everything Amiga, you've changed this man's life forever."

> about the PC compared to the Amiga." CU: How important a role has the Amiga played to the industry as an affordable games and development machine? JH: "The Amiga is the best thing that's

ever happened to the games industry - it had great potential for developers and was colossally cheap to develop for Plus Amiga buyers have always been the most games orientated buyers. This for us is an ideal market considering the type of software

we normally produce but, unfortunately, not everyone puts gameplay first - not

even games buyers. CU: What have been the key titles in the Amiga's lifetime as a games machine? JH: Defender Of The Crown - 'wow'

Xenon II - 'It's like an arcade machine' we all said.

Stunt Car Racer - 'Look at that amazingly playable 3D. Kick Off / Kick Off 2 - 'At last, a proper

footy game. Populous - 'Ooo, look, a bit of strategy.' Sensible Soccer - I'm so glad it's stood the test of time so well.

Worms - It proved there was still a bit of life in the old bugger. CU: Which Amiga games did you (or still

do) play during your spare time? JH: "Sensible Soccer/SWOS, Kick Off 2, Stunt Car Racer, Speedball 2, Leisure Suit Larry ... the Perfect Pectorals, Rock Star Ate My Hamster, Pinball Wizard CU: Before Sensible Soccer was released, what were your thoughts and

opinions on the phenomenally successful Kick Off and Kick Off 2? JH: "During the development of Megalomania, myself and Chris Chapman,

the Sensi programmer, played the Kick Off games virtually non-stop. We started to pull Kick Off 2 apart - we looked at the way players homed in on the ball and the viewpoint and all the things which annoved us about this just a little short from perfect game. We then worked out ways in which we could improve Kick Off 2 and add some of our own touches as well

CU: Tell me about tiny sprites which have become something of a Sensible trademark?

JH: "For the Amiga it is perfect. Graphic ously less memory intensive, allowing you to have more individual frames. They were used at the last minute in Megalomania as taking place - they were small because we

A very old, bendy scre hot of Kick Off, from the days when



A Defender of the Crows - "Wow"

wanted as many as possible on the screen at once. In Soccer, Cannon Fodder and Sensible Golf, the small sprites were used to give the player maximum field of vision so that he had more time to react to things going on in the environment. Therefore, situations could be approached in a more strategic manner than if you were restricted to big graphics.

CU: How strong and well positioned do you feel Sensible is in the market? JH: "Very strong in the UK, average in

Europe, nobodies in Japan and the US." CU: How important has the Amiga been to the growth and success of Sensible Software?

JH: "It has been the most important thing that has ever happened to this company. Thanks for everything Amiga, you've changed this man's life forever."



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We have lots in store for issue two! We test CD-ROMs, show you how to connect them to your Amiga, and much more!

Scanning! We review and test several scanners, and show you how to get the best results!

**Bog Rats & Games** Amiga review has a lot of games coverage Issue contains the preview of Bog Rats, a review of XP8 and

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Welcome to OUR NEW magazine Order issue one for £1.00

David Pettifer is the editor of Amiga Review Let him tell what it holds.

Let rum see wild it noise...

Mell hello CUI Amiga readers. Thank you for taking the time out to read this schem for our new magazine, Amiga Review. Released on 1st August, Amiga Review is a mail-order-only magazine created entirely using Amigas complete with coverdisks that using Amigas complete with coverdisks that see the coverdisks that see the coverdisks that are seen of the Amina market had as using Amigas complete with coverousist that covers all aspects of the Amiga market, but as you're readers of CU Amiga, we know you're most interested in all aspects of the Amiga ma ket from games to DTP and Amiga Review is hall of productive, serious features, reviews and interviews. Issue one contains features on buying and choosing a printer, PossScript printing, DTP, ProPage DTP, Bitte Basic, how we make Amiga Review, upgrading your Amiga, details of the new Amiga computer, information on the VISCorp buyout, getting on the internetin sampling, a review of Em Magazine, running you call. pling, a review of I'm Magazine, running your own softwareor, and more! Issue who is on sisk 10th September, and will be packed with more serious features, including the first of a series of ProPage and AMOS Professional storials, sub-table for both beginners and expert alike, inter-views with Mutation Software and Epic Marketing, columns from both of these compa-nies and more key figures in the industry from F1 Licenceware to Vilcan Software, into on FF Locordowards to Vulcian Software, Info on image processing (we show you how to di til) a fined processing (we show you how to di til) a fined processing cut called The Domain, the Digit à Softward way. CP-RDMs, sonating, the best of the glossy regularizes and more opinicated columns to you to read. For more opinicated columns to you to read. For

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Super Disks

very issue of Amiga Review always has at least two SuperDisks attached to the front, hore is salicred for the games player, AmigaCarrier - this month (Sept. issue two) packed with a demo of Valhalla 3 SuperSerious - full of serious software demos, sound samples

### Bograts The Puzzling Misadventure

Due for release: September 🖿 Publisher: Vulcan Software



HIS LESS SPENSOR WINDS

bograts just conquers up images of large smelly hairy things that hang around sewers and public lavatories and have the occasional bit part in films like Mission impossible. Yeuch. The intro screen of a huge rat doesn't make it any easier for me to like them despite the pathos evoking line: "It's a hard life being a bograt". Also, the overall aim of the game

of guiding your rats to safety and reaching Bog castle leaves me cold. Huge turds and tolet rolls all piled together in one monstrous construction is what comes to my mind. Who'd want to visit that? Luckly enough once you get past the intro

screen, the charac-

ters are kinda cute

looking and you can't tell that they are supposed to be smelly bograts which is a good thing.

My prejudices aside. Bograts is a latter day incarnation of a game called Penguins which was due to be released by Alternative Software. Today in its present form it's a puzzle type game, a bit like Timekeepers or, if you're being kind, Lemmings. You've got chums navigating their way through about sixty levels negotiating all the perils that lie ahead such as the traps, blockages and creatures being generally unhelpful. But you've got a few weapons up your sleeve to help you get past these, including some nifty dynamite for those obstructions that won't budge. So this should add to the fun. Perhaps a few add a little bit more to the may-

add a little bit more to the mayhem. We'll see.



ly two charges, luckily not looking very rattike

It's in the distinctive Vulcan style and the current backdrops are not unlike some from the Fortress of Eve game. It seems easy to get around and there is a handy strip of icons at the top for your weapons some of which have yet to be developed. Begrats will be for all Amigas with 1Mb and we should have a review soon. ■
Lisa Collins



accept acces, core or a series

### **Micro Mortal Tennis**

■ Due for release: TBA ■ Publisher: TBA

ou've get to hand it to the Italians, they've got savy. They're quick cut enemand to the Italians, they've got savy. They're quick cut enemand to the supplies of the supplies

b hand it to they've got decades to save for one), all that and pretty hot at Amiga games to the noise of Lira goe would the helive oil (and firm not referring to Popeye).

Witness Shadow Fighter, witness Breathless, witness Virtual neelse's farting (CIX, well), forget about 1.

Virtual Karting). Now witness
Mikro Mortal Tennis, and play our
cover demo. A company called
CPU Italian System teamed with
Skywards Software has taken it
upon themselves to give us the
unusual combination
of a tennis agme

or a terms game to crossed with a beat 'em up. Strange but true. The game is a playable little bash as far as tennis goes, not quite on a par with Audiogenics' Tennis Champs, but fast and furious nonetheless, while set piece in-jokes from







fighting genre spice things up from time to time.

The set up and menus are pretty comprehensive with accide and realistic play options, league and season settings. Control is easy enough too, through serving taken set of the control of the control of the set of the control of the control of the diving shots. Timing has to be more precise than in Tennia diving shots. Timing has to be more precise than in Tennia control of the control of the control racket and then let it go to hit the ball thaving put some direction in first. As you'll notice from the demo some shots are difficult to judge because of the size of the in the ball, but hopefully these

inaccuracies will be solved in the

final version of the game What you won't see from the demo are the set-pieces mening a sword in the umpire if he gives you a duff call, pigs that run onto the court and a tiny flasher who appears from time to time. If you enjoy a giggle-these might tempt you, but I suspect they might also jar after a while, this game is tennis. Anyway, Mortal Tennis next month, so in the meantime find your local Alfa Romeo dealer, go down and gawn at the Spider. I might see ou there.

Martin Davies



### **Enigma**

### ■ Due for release: October ■ Publisher: OTM



ou may remember a while ago that we did called Intersect Development who served as an inspiration to us all. Faced with less and less games coming out

for the Amiga they did the decent

thing and decided to produce a

chockload themselves. What they did come up with was mighty impressive collection. Alas, however, it seems that it may be some time before any of these creations see the light of day. For example, one of these games was so long ago. However, internal

within Intersect Development caused delays

on any games being released and OTM who were going to publish Atrophy are now no longer going to do so. OTM instead, are concentrating on Enigma from Centillion a new company which is made up of one of the original members of Intersect

Development. Enigma is a similar concept to Atrophy, a scrolling shoot 'em up, not unlike Disposable Hero where you get to blast through the various worlds in your space-

anything that gets in your way and picking up weaponry along the way. Centillion are very proud of the graphics in Enigma stress-

ing that they will all be 3D rendered graphics and have

▲ Contilline ask that you don't judge the graphics here as they are not finished

requested that you don't judge

the game by the current screengame is way off being finished. music was created on the Amiga it will be superb.

We cannot vouch for the we saw did not have any music. and the graphics are clearer and Amongst other fancy bits planned for the game there is a simultaneous two-player option which you can use the shared lives your gameplaying. Enigma will be AGA only and we should have a review next month.

Lisa Collins



### Due for release: TBA Publisher: Solo Software

somebody out there writing a new game, t completely different, that

like it very much when no one has seen before. Not for tries to take an original idea a step further. Take this preview of Access Denied Mission - 2 for

A Don't index a book (or acreenshot) by its cover Access Desied 2 could be more interesting than it looks.

example. Although, I thought that the first game was initially disappointing there is still a marvellous

opportunity for someone to create a stunning, atmospheric game idea and make it exciting Imagine, playing a sort of espionage type game that is so realistic, you'd think you were War Games with the real super Pentagon computer in the U.S.

Have your spy outfit to hand before you play the game as the plot is similar to the original: ie a world-wide hacking text-based Denied's second game, Mission 2, also contains a sort of breakout style sub-game called Net-Warriors, which will play an important part of the main game itself. Since the object of the game is to protect your power source from being destroyed by the Death Sphere, the last

is the winner. himself wishes to attract a cult follow-

ing with his games and hope to include more depth and better, more sinister missions. He also says he would like disk based magazine which would cover all real life with

computer hacking There are lots of possibilities. I hope Access Denied Mission-2 looks a lot better and plays a lot better too than the first game, because testing your finger hacking skills on the keyboard and powers of concentration in world of computer hacking is great fun, when it's done right. Trust CU Amiga Magazine to keep you informed on a review appearing soon.

Mark Forbes

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### ■ DFR: November ■ Publisher: BPM Promotions

Reality comes a step closer with the review of a demo game pack for the game engine from Belfast ...





Joker Poker

A STATE OF THE STA



the engine as a demonstration of its capabilities. The collection is available for £12.99 direct from BPM (see boxout below for full details) and they will also provide a demo disk of the product itself.

The pack contains eight games on eight disks, which is a reasonable £1.40 odd per game, similar to what you would get through a PD house. The games are of varying quality but for what you can produce on a generic game engine they're pretty impressive.

### Eight to a pack The pack starts off with Wrath Of

name with a game whose style of play is very familiar too. It's like a PD version of Ghosts 'n' Goblins with a hero whom you control on a fighting off demons and creatures and evading traps along the way. It's a bit stunted as far as smoothness goes, but nevertheless reasonably enjoyable. The biggest collection on the pack is the Charlie Chimp series which encompasses four games in the platform adventure style. Here a cute chimpanzee has to battle rats and, well, some other nasty things which I can't readily describe to get to the end of the level, solving

puzzle along the way. There are four games using this character and one, the original Charlie Chimp, is a more basic platform orientated game than the others. The other character to see more than one outing is appropriately enough called Seemore, Seemore Doolittle to be precise, and his games are horizontally scrolling shoot 'em ups in style, and all the better for it.



A Late of accelty high links in Toyland Caper.

Both are reasonably enjoyable ... in fact very enjoyable if you consider they are only the equivalent of £1.40 each. Don't expect anything spectacular and you'll not be disappointed, these are a cut above most PD games.

Of all the titles in the pack the arcade game Joker Poker is the most convincing of all. It will only appeal to arcade poker fans, but it is a very commercial looking and professional effort. If I had to pick out one game here that could reasonably be sold alone as a profes-

### Potential

Overall the pack demonstrates very well the capabilities of fleality None of the games here are likely to set the world on fire, but some are very playable and even professional. I'm now looking forward Soccer Sensible Here's a strange one which must admit I thought ouldn't get past the vers, but the lads at M insist that it's cool. nmmm. Anyway it's a quiz game, not part of the be sold separately. It's very straightforward, you answer multiple choice questions (from over 1000 right you score a goal on a seen from the screenshot). A nice arcade quiz, but hold on fellas, that Sensi pitch is damn accurate. Have you



even more to reviewing the final product. Roll on next issue.



pper fun and maybom. A Wrath of Gwendor is a bit like Chosts 'n' Ceb

### Where to get it!

BPM promotions are nearly finished their Reality Game Engine, if you want to get hold of a demo of the package (for free, excluding p+p) or you want to get hold of this selection of games then write to the following address or contact BPM on the number at the top of the page BPM Prametices, 8 Megnolie Park, Dammurry, Bellatt, BT/7 005.





# Capital Punishment

■ Price: £25.00 ■ Publisher: Click Boom/Various © clkboom@io.org

In the blue corner, all the way from Canada, it's a fast beat 'em up. In the red corner it's the Society For The Prevention Of Violent And Naughty Games ...

f this was 1992 Capital Punishment might have made it into the tabloids as an example of how the youth of today are being corrupted by games. After all it contains the two key elements guaranteed to whip up media hysteria: sex and violence. But it's

big, brave 1996 and the Amiga is such small fodder that no-one will notice.

This is bad news for Click Boom. Why? Because, while all the tabloid hysteria about so-called 'nasty' or 'controversial' games might not have done a single bit of good for the kids of Britain, it certainly helped the companies producing these games sell more. Does anyone remember when Virgin publicised Doom on PC by sending Fleet Street buckets full of pigs intestines? Dyroar. The end of human life as we know it, kids becoming zombies, copycat killings, murder most foul ... and of course circulation increases for of course circulation increases for

outrageous newspapers plus top class publicity and phenomenal

CORE OF DEFECT OF THE PERSON O

▲ The custom options screen allows you to tailor the game to your playing needs and preferences. sales success for Virgin. But pos Click Boom, even with more blood than any other Amiga best 'em up ever and a gravity defying semi naked, fetishistic ninja lady. Capital Punishment will probably not get mentioned outside of the Amiga press. Ho hum.

### Censorship

Petro Tyschtschenko
of Amiga
Technologies told
Click Boom that they
would have to do
a version without muslify but
blood for
Britain and
a version
with much
more nudity and
no blood for
Germany if they
wanted the game
to sell. Instead
they've neutered
it (like my neigh-

dog) for the

society. The sex



▲ Demona's razor sharp shoe cracks Corben Wedge's racor sharp jaw. Animation is superb.

and violence has a censorship option in all countries. If you have children who really shouldn't be seeing the sort of things you take for granted in the Sun and the News Of The World every day of the week, you can password the game so that Demona (the aforementioned ninja) wears a bra, and blood doesn't drip from spiked characters in the slightly nauseous manner it does in the

unrestricted version But the fighting action remains the same regardless. And since this is the most important part of a beat 'em up, you'll be glad to know that they've got rid of some of the woodenness I criticised it for in the past and have even implemented some neat special moves to spice up the action.

#### **Getting** to the top

furnished with a typically outplot isn't there just for decoration. It ly, have some relevance to the way the game is played Basically there are four warriors - all of whom are dead. And there is a nasty old demon-sorcerer called Qwesul who has made the world a dark, evil place for all and sundry. The Gods are not happy with this (whoa! Religion! Tabloid journalists take note: this game is advocating paganism too. Shock horror!), so they've brought one of the four warriors back from the dead to try to kill off Qwesul

and restore peace and order to In the Epic, the main storyline Vs computer game, you choose from the four warriors: Corben Wedge, a bandaged, boxer shorts



Wakastanka wrestles an alien to the ground. This background is a hidden special on one of the levels.

sporting pugilist; Sarmon, a kick boxing expert; Demona, the busty whip equipped combat vixen and Wakantanka, a bemuscled Native American navvy. Coming back character you first engage one of Qwesul's alien stooges (where aliens fit into the story isn't really

explained). If you beat it, you will get to play one of the other 'dead' warriors who have been enslaved as

Qwesul's protectors. If you beat her (Demona is the first) you get to re-fight her in what 'teacher' level. This enables you to bring her

spirit under your control - if you can overcome Demona a second time of course. Once you have the little so and

so under your control you can use her to further your quest. By beating Demona you may choose her instead of your first character to continue. If one of your two characters gets bumped off you still have the other. As the game procharacters, though chances are you'll lose them all plenty of times before you complete the game. This idea, which is essential to the plot of the game, replaces the lives' common in most other beat em ups



▲ Throwing a character ceto this electric trap will say them of even more energy

#### **Moves afoot**

The contestants each have a parcome to grips with right from the are Wakantanka and Demona. Wakantanka is like a tank: big, unwieldy but very strong. His hits take much more power from an ter and he is damaged less. The disadvantage is that he's a weighty chappie and as such is much slower than any of the others: so if you are fighting sprightly Johnnie Sarmon you can lose quickly. Demona is rather weak, but much faster and so more difficult to hit. Her advantage for beginners is that she has a long range weapon - her whip. This can be used to punish offenders or even drag them closer for a piece of sharp-pointed

The other two are more along the lines of your average Ken and Byu - talented all rounders with Corben Wedge being the stronger of the two, while Sarmon is marginally faster. You can control the characters by keyboard, single





▲ Demona is not adverse to using her knees either

#### Characters









beat lady. bably

#### ▲ Each level has spooky music and a nice tax introduction to get you in the mood.

button joystick or multi button joypad. The type of moves vary between each, with Wakantanka concentrating on punches and headbutts while Demona makes use of her whip. Both Demona and Sarmon flio

backwards in the style of Michelle Pfielfers Catvoman which high-lights the games superb animations. When I saw the first demo for our preview early this year I didn't like Corten Wedge's ancestor – he was too wooden. This has been rectified and these characteristic was not been rectified and these characteristic was not been rectified and these characteristic was not been rectified and these characteristics. The most wooden one left is Wakantanka, but he's intended to be slow, and this probably justifies why.

In terms of graphics the superb lighting effects and backgrounds of the original demo have been retained and enhanced. Some of these are stunning, the best the Amiga has ever seen, but unfortunately Click be a little too different on some levels which are notably too dark or are deliberately foggy. They claim that these effects enhance the game and make it different from any other — a valid point of view — but I just found them a bit of a let down after the other levels.

#### Options

The type of game you play is available. The original idea of Capital Punishment was to have no limits - the fighters could pass without having to jump over each other, the hit areas around each fighter were very narrow which meant that you had to be very accurate (over accurate as far as tion and your players could disapnear off screen willy nilly. I didn't like these features, and nor did some others, so Click Boom obliged by providing options to enable you to have a more 'conventional game by reversing all of the above actions in a custom menu. Conventional maybe, but in my mind playable. It's this that has raised capital Punishment beyond my previous expectations. By tailoring the options (and the difficulty level - training is 'easy' and normal is 'difficult') you can even make Capital Punishment suit your style of play and it becomes

very enjoyable.

Competitions can have up to four players and while playing the game with a couple of hints from Alex

Petrovic, the game's

producer, I discovered hidden
special moves
which the
computer, especially on normal
difficulty,
finds no
bother
using, but
which
human
players will have to

practice. These moves are not mentioned in the manual, so it's an added challenge to find and use them. There are also a few hidden cheats which will spice the game up no end.

### Sounds

If you have last month's CD-ROM you'll appreciate the sound effects in Capital Punishment. The game



#### ▲ The dark Teacher level is where you get a chance to recapture other characters' souls.

is playable from hard drive only and for a good reason: although it comes on 7 disks it's a ctually over 15Mb in size. A reasonable churk of this is spent on sound, and it shows. Click Boom are reluctant to release the name of their musician, presumably because if they did he would be anapped up at a high salary by anyone even remotely interested in adding top music and six to their games. It's that good.

I tried the game out with the Aura Interactor reviewed on page 42. This amplifies the bass frequencies of the sound effects and gives you a feeling of being hit. The STX setup on CP means that the left hand player's sound effects go through the left charmed and vice versa, so using a charmed switching factor of the other player's STX and only get faut'. When your own player is hit. This really is a nice feature and it was one of the better games! I tried with the

I played Mortal Kombat II again while reviewing CP and it's amazing the difference between the two. Graphics-wise the sheer Amiga-ness of Capital Punishment comes out on top. It's an original game with stunning lighting effects and amazing animation speed that also plays well. But there was still something about the older looking (and obviously converted) MKII which drew me into the atmosphere more. Somehow it's more like a coin-op, CP is like a computer game. Nonetheless Click Boom have created a damn fine beat 'em up which breaks away from the

established mould and shows that a stunning looking and playable Arniga beat' em up needn't be a port from another platform. It's also worth noting (asy ou' Il see from the score box) that it has the best sound effects and music in the history of beat' em ups. Now, how do we attract the tabloids' attention?

## CAPITAL PUNISHMENT

Speed, speed – eat your heart out Super

eat your heart out Super Streetlighter 2



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# Kick off '

■ Price: £25.99 ■ Publisher: Anco © 01322 292 513.

Although much maligned in its last incarnation, will this year's version spark the imagination once again?



let's not forget who started it all. Kick Off 1 and 2 were games some journalists loved to hate. It must also be noted that the buying public had no such hang up: they went out and bought them in droves. The journalistic snobbish ness surrounding them was based on a 'Sensible rules, everything

else is rubbish' philosophy which

Football Glory get a thrashing in some magazines. But these were fine games for their day. However, when Kick Off 3 was released in late 1994 there was genuine cause for complaint. What hapwere all these matchstick men (KO3 was not an impressively fast

So it was with some trepida tion that I loaded up Kick Off '96. Having checked out Sensible World Of Soccer European Champions some months ago I was left with a slightly bitter taste in my mouth. That offering was a



statistical upgrade without major game

enhancements - a marketing exercise in effect. My inclination was that Anco were likely to follow suit. But no, fair play to Steve

Screech and the Dartford crew. They obviously took the criticism of number three to heart and have gone back, if not to basics, to a concept likely to create a better game. For a start they've lost that horrible side view - and the isocontroversy in the Kick Off engine that was included in Player Manager 2. This time they've .....

WOBBLE

ZORROU

Cevera

gone for overhead 2D again with added spice in the form of a '3D' viewing option which basically lowers the camera perspective to around 70 degrees, makes the players bigger and giving the

goals a 'realistic' look. Competition

The whole reason for KO96 is, or was, of course the European Championships. For which it's a bit late. But nevertheless the opportunity has not been lost to



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lude as many foreign teams

and players as possible (as well as a reasonable number of top domestic teams). Believe it or not they've outdone Sensi on the international stats front, although the menus (still mouse driven) are more awkward to navigate. A good test of just how far a game has gone with footie stats is to search through the Republic of Ireland league for the little known (outside the emerald isle anyway) Sligo Rovers, which a cousin of mine has captained and played in defence for. If he's in there, it's pretty comprehensive ... and he

is, though I'll wager he would

marking his Vision statistic as 34

have a lot to say to Anco for

lly

st to

R

10 NET mi

н K!

that the frustration of seeing the enclosed PC manual's hard disk installation instructions and you get the picture. Another pretty basic complaint

s that, having played Sensi (and I'm sorry Anco, but who hasn't) I'm pretty used to seeing the name of the player with the ball on screen. This not only provides more commentary about what is going on, but is a useful tool for examining players' skills throughout the season. KO96 tells you the number of the player with the hall, but not the name and this makes no impact whatsoever. Also, believe it or not, it doesn't

which, or which team has scored. And in some cases the players' kit isn't right so it can't give you a clue either. Although the speed of the

game is now impressive enough, and playability has increased as a result, the animations are still extremely matchstick-like, especially in 3D mode. Here it looks as though a couple of frames have been left out to increase speed which is probably the case.

Nevertheless KO96 is definitely head and shoulders above its predecessor. It's simply more enjoyable and although it doesn't even challenge SWOS in the overall playability stakes, if you're looking for a game with a bit more depth that the latter you should give it a chance. On name alone many probably will.

Alan Dykes

KICK OFF '96 workbench version......1.3+ number of disks ...... .1Mb hard disk installable ...

#### Pace, Vision, Flair, Agulty, Retention, Passing, Shooting, Tackling and Heading. Two halves

There are problems though and the first strikes you right from the beginning. Why must we still live n the dark ages as far as loading three disks here, and number two and three need to be switched regularly ... but the gamerobly

beating and no mistake. Dream

teams are nothing new, you get a

similar feature with Sensi, but for

KO96 does give you more detail

with players rated according to

recognises one disk drive. Add to (out of 100). Since they've also PRINTERS CONTROLLERS DMPETION PRO COLOUR INCET DOK A WIDE RANGE OF PRINTERS AN DEESSORIES FOR CANON, CITIZEN, I T PACKARD, LEXMARK AND PANASC Amiga Software i00 & Compatible CD32 Games 18-99 - £1 14-99 - £1 7-99 - 6

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# **Aura Interactor**

■ Price: £69.99 ■ Developer: Aura © 0171 331 5300

A step closer to virtual gaming or too much like standing next to a loudspeaker? The Amiga's first ever interactive backpack is here.

y only previous experiness of back vibration
has been after vestring
an overweight nucksack
for too long—that shaky
sensation you get when you take
the thing off and if feels as though
gravity has deserted you and three
dozen Lemmings are crawling
around your buck. Well add a
woodpecker to the equation, tapning awyun on your spine, and
volv'e got some idea of what the
Aura is all about.

And why would you want to do this to yoursel? All in the name of games. Basically the Aura is intended to add an extra dimension to games playing – that of feeling as well as sight and sound. The whole idea is to amplify the total the same of the same of the music and some of the same of the s

Space story

According to Aura's PR people it is a by-product of Ronnie Resgar's pet project Star Wars technology. Apparently a lot of research went into finding ways of reducing wbrations on satellites being launched with sensitive equipment on board. Some bright boffin

espoused the theory that the best way to counter vibrations is to recreate them electronically in an amplifier and "flatten out" the offending vibration with its mirror image for something like that have checked this out with a physics graduate who confirms the idea's validity, but feel free to engighten me further if you must.



A Shake, rattle and roll. Spine tingling sensations courtesy of the Agra Interactor. What will they think of next?

A State, rattle and set, spee taging sessions centre
Bush and Clinton, Big Ron's successors have put Star Wars on the
back burner and so Aura's makers
have been probing other markets
for their vibrators. And I'm not try-

ing to be funny. Their interactive SFX packs come in two forms, the Aura back-pack reviewed here and a more expensive 'cushion' which vibrates your, et burn, At £100 odd, the latter is out of the range most people would be willing to pay for having their games enhanced and their which was the service of t

The Aura consists of two separate components, the amplifier and the backpack - which is really just a glorified speaker. The Amplifier has two controls, power and filter. Power adjusts the amount of strength the vibration has (how much of a wallop it gives you! and filter mixes sounds in and out, with a high filter piving you the extreme

bass end only, and a low filter giving you much more of the other sounds. It also has a channel switch which allows you to choose which side you're on in, for instance, a beat'em un (see

Capital Punishment review). You connect the amplifier to your Amiga via its stereo outputs using a cable with two male and two female audio plug/slockets at one end and a stereo 3.5mm jack at the other end. The audio plugs connect up to your Amiga, you connect your normal sound lead to the plug the jack at the other end into the requisite socket on the Aura Interactor's side.

Next, place the backpack or your back, adjust the harness and clip on the safety belt. Finally plug your new limb into the amplifier and you're wired for feeling. I loaded up several games to test the Aura: The Killing Grounds, Gloom Deluxe, XTreme Racing, Worms and Capital Punishment.

The moody atmosphere of The Killing Grounds seemed just right for the test, but with the lack of proper bass effects and grunting it didn't convey the hits as well as I thought it would. In contrast Gloom worked well, in fact it pounded my back in a similar way to Doom's performance when I first tried the Aura on a Playstation. because of its jungle backtrack, but it didn't give a real feeling of driving until the music was turned off and you just left it to the revs to tell their story to your spinal chord. The best performance came from Worms. There is a catch though: we replaced the original sample set in Worms with a bass and explosives-heavy one without this customisation it would never have had any impact.

#### Mixed feelings

If software was developed with Aura specifically in mind it would be much more impressive than it is. But there isn't. At the moment it is little more than a novely, and an expensive one at that. While playing Sloom in a dark room it's quite effective (if a total fastle), getting a decent stereo and putting it behind you is almost as insister. The idea some declared games, but you'd have to be dead keen to spend cash for it at this stage.

### AURA INTERACTOR

system requirements:

Will work with any Aniga

ease of use.

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Support to use and to use and use

A novelty item until further notice.

/ 3 \*\*

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Snakes, lottery tickets and and goblins, what more could a girl want? Well, more challenging questions for a start.

#### **Heart of China**

Please help me? I am stuck in the Heart of China. I've found Kate and the two snakes that are keeping her a prisoner and I've used the chicken on the snakes, but still no luck. What should I do?

#### John Sadler, no address given.

Well it looks like you wasted your chicken because these snakes are real nasty. There is no way they are going to be sweet-talked out of their prisoner. You should have given the chicken to the dog and then given him the

wine to make him drop down dead. Don't tell Kate, but there is no way she is getting out of here without a bit of pain and suffering. Still, I can't think of any occasion when a man didn't bring me pain and suffering, so I don't expect she'll be too surprised.

First both the door to give yourself some extra time, then take control of Lucky and shoot a snake. Sadly, one of the snakes will bite Kate and poison her no matter what you do. Grab Kate and go to the balcony. Use the curtain rope to swing out of the window and make your escape.

#### Leisure Suit Larry II

Please help me? I have been stuck on this game for two months and I'm too embarrassed to ask my

# Adventure Helpline

friends for help as I'm sure the answer is probably really easy. I cannot figure out how to get some money for a hair cut, a soda, or a lottery ticket.

#### Patrick Slopes, Barnham.

The eternal question; how to make money? Well, I've never had a problem, but then when you've lived for 400 years you tend to become a dab hand filling your pockets. Speaking of which, have you looked in your jeans? I suggest you pop into the garage next to your house and find the clothes which your girlfriend has thrown out. Look in the pocket of your icans and you should find a dollar bill. With a dollar bill you'll have enough to buy a lottery ticket and who knows what might happen? Well actually I know, but I'm not coine to tell you. I'll let you do the next bit all by yourself.

#### Elvira -Mistress of the Dark

How do I get the crown out of the secret room beneath the altar? And what do I do in the most?

#### T. Caffrey, Norwich.

You do realise that Elvira's hair is a wig don't you? And she is much older than she looks in the photographs. In fact she's had her face lifted so many times, there's nothing left in her shoes!

When you enter the chapel you must take the prayer book and insert Elvira's ring into the cross. Enter the chamber under the altar and get the crown. What do you do in the moat? Well I know what most boys do and it makes me shudder.

Moat's are also very good for drowning in but if you want to do something a little more useful, here's what I suggest. First swim until you reach the bottom of the well, then go up for air. Go down again, then forward to the grill. Use the iron key to unlock it and enter the moat. Go forward one move,

then turn left. Move forward fourteen squares then get the key from the Grey Knight. Now go back the way you came.

### Monkey Island

game. I can't seem to get the hatch open on LeChuck's Ghost ship, I've tried using the monkey head key but nothing seems to happen. What do I do?

#### David Haworth, Crowthorne.

I don't understand your problem as there should be no difficulty for you're doing it ground to be supported by the property of the property of the problem o

#### Gobliins II

I am stuck on Level three. I have the false teeth, mayonnaise, elixir and the stool. I have given the imprint to the blacksmith, found the door on the big green monster, opened it and made the monster's mouth move. But how do I get the metal from Gromelin? Operate the bellows? Open the well cover?

#### Mark Staton, Chesterfield.

Normally I hate goblins - nasty little things that get drunk and chase fairles but this pair make me laugh. Pat the mayonnaire to the right of Gromelon. Put Fingus on the shell above and then make him jump onto the mayonnaire. While Gromelon is covered in gunge, Winkle can grab the sword. Get Winkle to use the stool on Olo to get him angry. More Fingus next to him and grab hold of the lance as it swings past.

Fingus will now be moved left and thrown onto the bellows. The key which the blacksmith makes opens the cupboard which contains two diving suits that are needed to enter the well.

#### Indiana Jones and The Last Crusade

I've managed to get into the castle and find Henry but I car't seem to rescue him. The guards always fight me and I can't win because I don't have much energy left. Also could you please send me a complete list of all the adventure game that you can get for the Amiga and waters I can get them from?

#### Sara Stones, Milton Keynes.

Did it ever occur to you that you are supposed to get caught? I mean, the game doesn't stop does it? Correct me if I'm wrong (go on, I dare you!) but you now get tied to a chair in the Library, don't you? You simply have to move this chair next to the saire of armour on the right. Then kick the armour to make the axe fall and cat

the rope and you're free.

As for your second brainwave. It would take me until next year to sit down and compile a list of available games, there are too many and I might break a nail. You wouldn't want that now, would you?

If you've got a little problem with your favourite Role Playing Game and would like Vamp to help you out, drop her a line at CU Amiga Magazine, Priory Court, 30-32 Farringdon Lane. London ECIR 3AU.





# Snip tips





Hi ho, hi ho, it's off to cheat we go! Yep, it's time again to let Matt Broughton spoil all your fun. Keep them tips coming folks, there's gold in them there hills!

#### PREMIER MANAGER 3 DELUXE

Gremlin Snip Tips wouldn't be Snip Tips without the odd Premier Manager mention, so try typing in 416074 on the phone for a pleasant £3,360,000. Doh! There goes the surprise!) Thanks to Darren

#### DUNGEON **MASTER 2**

SSI Mike Taylor of Middlesex has a few spell formulas to help out any would-be adventurers. Here

EE OH VEN = Poison Gas UM FUL = Light UM FUL IR = Fireball LO ZO = Open Door And a few spells. UM VI = Healing (blue) UM VI BRO = Cure Poison Spell.

#### DETROIT

Impressions Norway's very own Terie Karlsen has a few tips for the car sim from hell. Fire all the technicians (if there are any) and then set their wage up to \$50,000 and wait for several rounds. There will be tons of people wanting to work for that fee, so when there are a few thousand available, hire all you need then set their wage at one dollar. They'll work at that wage for a long as there are people available, and when they do run out just repeat the procedure. If only the Tories had caught on to this one!

#### **TOP GEAR 2** Gremlin

Ta very much to Mr K Peace (we'll call him 'Keep The' for now) who

sent in these handy codes for the old Gremlin race extravaganza. Here are the first four locations,

we'll print the rest next issue BRITAIN GERMANY 65L# **SVCL** 16MT W4N8 **5JLY** 6N61V #CV%[ NJH77 854JJ

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#### THE PATRICIAN

Terie Karlsen also sent in a nice litthingie. When you auction off a high as about 100,000, then wait for the computer to bid. If nobody bids before the second "Going" bid once more and wait Keep this up (ie bidding every time it gets to the second puter will bid, and you'll sell your

#### ALIEN BREED 3D **TEAM 17**

A quick cheat to give you more ammo at the beginning of each level, courtesy of Paul Buxton of





Derby. The first eight letters of the code

▲ (Left) Alien Breed 30: fancy some extra weapons? (Right) Get wedges of extra cash in Premier Manager 3 with this month's cheat

deal with the level. your health and your weapons, while the second eight alter the password, leaving the first eight letters, but changing all the others to 'M'. You'll find much

more gear around the place for you to use and enjoy! LEVEL 6 PASSWORD -POKKNMPLJGNNLPOF Now becomes -

POKKNMPLMMMMMMMM **WORMS (A600)** 

### Ocean

Alex Jones from Blackburn Lancs has a nice little code which, when energy level of 150 to start with. Just enter '400000285'

#### GALAGA V2.51 **Public Domain**

Mr Andrew Pullen of Chinnor has a handy points bonus tip for the excellent shoot 'em up, Galaga, When in the Meteor bonus stage. keep the fire button held down from the start to the finish to receive a 5000 credit bonus instead of 1000 (you do. of course, still have to finish the bonus stage!)

Also, when you have four lives, buy more to increase your ship's armour and save you money. Four hundred credits rather than six hundred, see? Nice one Andrew!

#### SLAMTILT 21 Century

Andrew Bolt from Bury in Lancashire has caught the Slamtilt craze which swept this office a couple of months ago. Not content with three balls though he has sent us the code for a 5 ball cheat mode. All you have to do is type LONGPLAY on any table at the start while it's scrolling and a message confirming the cheat should appear. Also, try typing in the following for hidden

messages: BARRY CHEAT cow DANIEL

IAIN KI ALIS

WHIPLASH Cheers Andy, and keep playing Slamtilt - it's brill.

#### And that's it! A sad moment I know, but

we'll be back again in a month's time to ruin even more of your favourite games! Keep your tips comng in, and don't forget that game for each tips printed

eft and e key opens s two to enter

cause I ft. Also a comre games

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Shell required you simply slot in the CD, click the mouse a few times on the relevent icons and you're con

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OH YES! MORE WORMS



# BE CAREFUL OUT THERE!



A senior member of the maggot community has repeated warnings that a significant number of angling hotspots are being identified each week by the leading angling newspaper.

Commenting on the reports he said, "I need to warn all maggots to steer clear of these danger zones or be prepared to face waters teeming with ravenous fish." Noting that Angling Times readers are generally better equipped and higher skilled than average anglers,

he warned,
"This information is now in dangerous
hands. These people will be

hands. These people will be bagging up." So the message is clear! Don't get

caught in the wrong place at the wrong time, because Angling Times readers are Live and Fishing.





It's all gone a bit speedy this

month, with turbo nutter accelerators leading the pack, closely followed by a couple of impressive Mac emulators.

#### 50 Miami TCP/Termite TCP

Internet users get a choice of two new TCP/IP stacks. We put them in head to head competition and bring you the verdict.

#### 53 Cyberstorm II 060

Give your Amiga the power of the ultimate 680x0 series CPU with the latest revision of phase 5's cover-featured accelerator.

#### 4 Apollo 1240 & 1260

There's no need for A1200 users to miss out on the quest for speed now that the Apollo 040 and 060 cards have touched down.

#### 6 Dynamode Modems

Looking for a cheap modem for your Amiga? These two come complete with a pack of useful software to get you started.

#### 58 Emplant 1200/Mac Lite

Running an Apple Macintosh system on your A1200 is made even quicker and easier with these new emulators.

#### 60 Photo CD Manager

Conduct digital TV slideshows from your Amiga. Just the thing for those holiday snaps?

#### 64 CD-ROM Scene

The Epic Encyclopedia headlines this month's CD section, alongside themed collections of games and demos, and Aminet 13 too.

#### 7 PD Scene

Cutesy platform games and a sci-fi spotter's quiz feature are on the bill this month.

#### 71 PD Utilities

A wide variety of tools are scrutinised and guess what they're all absolutely free!



Apollo 1248 to 1250 54



Emplant 1288/ Mec Li



CB-ROW Scene



# **Termite TCP**

Two new Internet packages arrive. Just how well do they TCP/IP stack up against each other? We find out.

he Amiga has been a brilliant Internet machine for a long time now with AmiTCP getting thousands of Amiga users on the Internet. However, there's no doubt many were disillusioned by the difficulty of a highly complicated package.

Just as it happened with the PC, easy-to-use software has finally arrived on the Amiga too. As usual, it never rains but it pours so two new Internet software packages appeared this month. Holger Kruse's shareware Miami and the commercial TermiteTCP from HiSoft.

Local IP Address 287.8.158.214 Remote IP Address Name Server (DNS) IP Address 194,130,28,288 Alternate DNS IP Address 194,138,28,188 [255,255,255,8 Network Mask cu-aniga.co.uk Default Domain mat@cu-amiga.co.ul Enail Address Fewer Options Cancel

▲ This is the limit of Termito's configuration options. You'll have to find out these values from your laternet service provider before the package will get you se the Internet.

## Termite TCP

III Price: £59.95 III Developer: Oregon I ■ Supplier: HiSoft © 01525 718181 E-Mail: sales@biseft.co.ak WWW: http://www.hisoft.co.uk

TermiteTCP is what's known as a 'TCP/IP stack' - that bit of software which gets your Amiga talking the language of the Internet. Once runprovider, other Internet 'clients' (World Wide Web browser, Email clients Telnet and FTP etc) can link to it to get onto the Internet.

TermiteTCP is on one disk and comes with a printed manual. The greater bulk of which is 'Reggies Guide to the Internet' which will be very useful to first time netters and is a superb guide about the various terms, methods and programs used. It also has a mini web directory at the back which is handy.

### Inconspicuous

Installation is via the standard Installer. You click on Termite to run bringing up a small inconspicuous window and a single right-mouse



button menu controls configuration options. Activating the Connection settings makes a GUI appear where you must enter the modem's details such as the serial rate and such forth. There's two modes to this, a simple and a complex mode. The simple mode is the default one but you can enter more detail such as the PPP PAP/CHAP password which is nec-

essary for some Internet providers. Network Settings, is the nuts and bolts of the Internet connection. needs to be entered along with the Network Mask. These figures need to be obtained from the Internet provider since TermiteTCP is incapable of detecting them itself. The users domain and Email addresses also need entering. Again this has a complex mode which hides the options for the remote IP address which should be negotiated during the connection anyway. Providing one knows the correct values to insert, configuration takes seconds.

TermiteTCP has a built-in dialler

- the section which calls up the Internet provider and negotiates through the tiny BBS-like interface Internet providers use to identify the caller and obtain a password. An adequate teach system which requires the user to type in details as it calls up. It will remember and perform these actions automatically in future use.



▲ Here's TermiteFTP which is extremely basic so the user would be well advised to get a better FTP client.

#### However, the password is seen by anyone opening up the Edit Login Script option. Not a good idea. Connections

If all goes according to plan, it should just be a matter of clicking on 'Connect' to make TermiteTCP dial up and forge the connection. A the PPP negotiation in a little text string underneath the buttons. When it's time to close the connection, the user merely has to

TermiteTCP is a well documented and simple TCP/IP stack. It will get you on the Internet but provides no facility for an IdentD so your machine. This means you'll never be able to install fun clients covered in Wired World previously This is a major oversight and unforgivable given the price. The provided FTP and Telnet clients work but are extremely basic and there are

far better PD/shareware packages available which will work under the automatic configuration could be forgiven as that's a miracle seemingly Miami alone has managed on any platform. Unfortunate the memory usage, of features and finicky connections does little to impress. With some more features and a lower price point this could be a real contender. The fact that TermiteTCP doesn't use

MI II will please some though amazingly it uses more memory than Miami. While this is a compe tent package for basic net tinker ers, I can find very little other than it's excellent manual to recommend TermiteTCP over Miami.



TERMITE TCP Kicketart 2.0, Modem, Internet acco and at least 2Mb of RAM however mor

# s VIIam I



#### Miami ■ Price: £25 ■ Developer: Holger Kruse ■ Supplier: Epic Marketing € 0500 131486

Miami was released. Amiga users have deserted in their droves from AmiTCP Unlike TermiteTCP there's a public version available whose main limitation is that after one hour the package hangs up the line (with an option to redial). This is enough to see how well it works need. So how does it compare with AmiTCP and TermiteTCP?

Miami has no installer and like Termite, requires no assigns or other installation. Currently, there's two program icons, a Miami.guide and a readme. Unlike TermiteTCP, Miami has a separate program called Miamilnit which is used to set up the basics of an Internet connection. The lack of a printed manual doesn't pose a problem because at any stage from Miamilnit to Miami, you can press HELP for the relevant Amiga Guide documentation.

#### Modems

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The Miamilnit program guides you through the process superbly. A text view at the top explains what the settings mean and points you towards the correct values to enter. This is a much more hands on approach than TermiteTCP which involves reading the manual first. Miamilnit also has a database of modems so that if yours is in the list, it sets it all up for you. Miamilnit is excellent - even

the tricky aspect of setting up the dial-script is a doddle. Instructions are in the ever present text view while a small terminal opens at the bottom to dial up the provider The buttons in the middle are for things like the username and password. Again, once this is performed. Miami will remember the procedure for later automatic dialling. Miamilnit will query the Internet provider, once the connection is made, on some of the technical values which TermiteTCP and AmiTCP need to have entered by hand. Once it's interrogated these values it saves them out itself. Even if some of these stages fail, Miamilnit will

correct - a brilliant innovation. The program can now be activated as this is the TCP/IP stack proper. The complex GUI interfaces are here but are hidden from view until the config options has been selected. Firstly, a menu must be activated to import the Miamilnit settings. That done, usually nothing more is required other than hitting the Online button. However, if further tweaks are needed, they can be

ask you the values while on-line

so it can check to see if they are

#### done from here. Incomings

Miami will import settings from AmiTCP It will also export all of its settings as ASCII which you could share with an expert if problems did arise. Alternatively it's expected many Amiga supporting Internet providers will provide most of their config details as text which can be quickly imported into

# Repeat Detax 0 Password Tasch Conture Dial up your connection and go online. A The MOI GUI allows you to change any configuration aspect that you'd like, the dial script section is sho

## The cheaper the better (literally)

	Variables	Miami 1.0	TermiteTCP 1.0	AmiTCP 4.3
	Cost	£25.00	£59.95	£79.95
	Demo Available	Yes	No	Yes
Ļ	Printed Manual	No *	Yes	Yes
4	Ox-line Help	Yes	No	No
	FTP client	No	Yes	Yes
	Telnet client	No	Yes	Yes
	MUI required	Yes	No	No
	PPP capability	Yes	Yes	No **
	(C)SLIP capability	Yes	No	Yes
	Slirp/TIA capability	Yes	No	No
	Inet Daemon (servers)	Yes	No	Yes
	Finger0	Yes	No	Yes
	IndentD	Yes	No	No ***
	SANA-II support	No	No	Yes
	Built-in Dialer	Yes	Yes	No
	ISP teach program	Yes	No	No
	Text cfg Import/Export	Yes	No	No
	AmiTCP cfg Import	Yes	No	MA
	Configuration	Excellest	Passable	Terrible
	AmiTCP emulation	Excellest	Passable	MA
	Memory Usage	538856 bytes	770000 bytes	321040 bytes
	localhost FTP rate	191K/s	MA	180K/s
	Modern FTP rate	3160cps	2077cps	3860cps * ****

InternetFCI, for example, already supports Miami officially. Miami has settings for scripts/executables to

launch upon linking up/down which is yet another neat feature. There's an InetD server which is necessary for running your own

web/ftp services, AmiPhone and most usually an SMTPd for use with providers like Demon.

Technically Miami is superb. Its AmiTCP emulation is faultless, its built-in CSLIP and PPP implementations are the fastest I've seen. Miami even managed to outperform a Pentium PC at a raw download from our FTP space. My only real niggle with the MUI interface is that it's quite large, even though it's separated into many pages. This is not a serious problem since most people will leave it iconified but it would be nice to have a tiny

connect/disconnect and dial/PPP negotiation status. Unlike the others. Miami comes with no client software at all but in practice this isn't a problem since the sensible would use the far better third party PD/shareware clients created for AmiTCP anyway. The AmiTCP support executables, such as telnet, ping and finger, work

little GUI like TermiteTCPs with

well but aren't provided - so for maximum use one would need an old AmiTCP demo or the like. Overall I love Miami. It has

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Seel name	Mak Bettinson
User gene	Cu-arriga
	Save confie PROGESTANDARLCONFIE
Save infor	mation sheet V PROGDENNaminities
Brief brief	resident should V PRT:
SHOWING AND	

A The DNS servers, once checked, will be saved by Miamilleit for Miami. It'll even print out a report.

everything to offer new and old Internet users alike. It offers superb performance and tremendous value for money and there's even the luxury of try-before-youbuy. Don't get on the Net without up it's still worth trying.

#### Mat Bettinson

MIAMI		
A500+	system requirements: Kickstart 2.04, MUI 3.3. Madem, Internet account and 2Mb of memory	
A600	ease of use 98% I can think at little the author could have aftern to make this complex process exists.	
A1288	performance	
A1500	value for money	
A2101	the century.	
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# Cyberstorm II

#### ■ Price: £649.95 ■ Made by: Phase 5 ■ Supplier: Harwoods © 01773 836781

The long awaited successor to the awesome CyberStorm 060 has arrived. If speed is what you're after - then this card will supply all you need.



he first time Motorola's King of the 68000 series, the 68060. appeared on the Amiga it debuted on the A4000 with Phase 5's CyberStorm 060 card. At the time it was the fastest Amiga accelerator ever, but it was expensive and ungainly their own sub-modules. Its successor the CyberStorm-II, has been far better integrated with the SIMMs and CPU on the one the optional CyberSCSI module to be added later. And although the CS-II doesn't come with a heatsink, it wasn't necessary in the first place as the 3.3V CPU runs cool enough not to need it

0 &

Installation is straightforward in the A4000 but it involves disassembly of the A3000's chassis. On the A4000, the existing CPU card must be removed first. The A4000 also needs to have two jumpers adjusted so that the motherboard's clock is used rather than the Cyberstorm's. This is because the Cyberstorm's is much faster than the original A4000 040 card's clock. Doing this means that the CPU and motherboard are now 'asynchronous'

As far as RAM is concerned, unlike virtually all of the competing 68040 and 68060 cards from competitors, the CS-II requires no jumper changes (on many cards you have to adjust jumpers according to the amount of RAM you install). Providing simple rules are followed, different sized SIMMs can be mounted with ease up to a maximum of 128Mb using 32Mb SIMMs. This is a major advantage considering how much of a pain other cards can be. The SIMMs sockets will easily accommodate double sided SIMMs too if needs be.

#### Flash Gordon

on-board flash memory, which holds valuable configuration details such as the memory timing. Updates from Phase 5 are already available to alter the settings for different speed RAM to optimise the memory bus performance. However, as Phase 5 point out, the bus is currently fast enough that you'd be hard pressed to notice the difference in real world tests.

One niggle is that the manual supplied



▲ No longer the space hopping measter the first version was, CyberStorm II is reasonably sized and can take plenty of RAM

is poor. Whoever translated it somehow managed to miss translating some text, so you've got lists of instructions which start off in English and suddenly continue in German. But worse than this is the fact that technical data is at a minimum. Fortunately the CS-II is the least problematic A4000 accelerator I've yet dealt with so this isn't such a strain as it might have been

#### Record breaker

So how does the CyberStorm perform? Like a bat out of hell! My A4000T was already no major slouch with a 25MHz 68040 but the CS-II has still managed to to redefine what I thought of as fast. There's no time waiting for my extravagantly textured MUI interfaces to open and multitasking seems as if there's a good 68040 running each task. Software problems were also non existent; I didn't find a single application which fell over on the 68060. The emulation and CyberPatcher has obviously improved since the original. However, it's worth noting that without a graphics board the CyberStorm will be somewhat crippled.

For 3D rendering fans the CyberStorm, as with the Blizzard 1260, has some revolutionary software called CyberPatcher, This patches the unimplemented FPU instructions found in ray tracing code to instructions that are supported. The resulting astronomical speed increase severely over shadows any alternative 68060 card. For this reason, the CyberStorm is the fastest

accelerator currently available on big-box Amigas in both hardware specification and real world performance.

The CyberStorm II keeps up the Phase 5 tradition of high quality powerful products and while it's documentation needs work.

the hardware and support software is first class. With one of these and a graphics card, your Amiga will seriously toast a PC of even superior specification. The reduced price is very welcome and the performance is enough to make using the Amiga for professional rendering an option again. This is the ultimate big-box Amiga accelerator. Mat Bettinson





The Apollo
1240.
Good value,
especially
with Siren's
RAM offec.

# The Apollo Twins

Apollo 1240/1260 accelerators

Lift off the trapdoor and launch one of these babies into your A1200; you won't hear any more creaking noises during rendering ...

> ust like the totally bloweway Cyberstorm on page 52, the Apollo 604 and 606 cards are intended to increase the perfordeness. The stared A1200 is so outdated by modern software, it really can't cope. And if you want to compare your Arriga to a PC, even a 486, or a modern Macintosh, then you need speed.

On your marks, get set ...
Here we've tested a 1239 50Mbz (Yee) against a standard A1280 with no Fast

So what will these two bables do to help move things on 5 both boards look very similar from the top down because, unlike the Bitzard, the business end the Bitzard the business send the board against bottom of your keyboard and not touching the testaboor. The front of the board against bottom of your keyboard and not touching the testaboor. The front of the board against own the board against too tom of your keyboard and not touching the testaboor. The front to convent the board 5 power supply (154) to the 3.5 yet the 8000 requires. Although the Old does not need this conventer added excitement and bulk is added to it by a faind and initiative healthst. These are read and initiative healthst. These are read and ministructive healthst. These are read and ministructive healthst. These are readed.

because the 40Mhz 68040 is the hottest chip Motorola ever made; without cooling assistance your Arniga will regularly crash. Out of necessity, the far/heatsink on the 68040 are placed to one side so that if fits under the keyboard. It looks awkward but it's a better system than the Falcon 040's larger but heatsinkless fan.

#### **Breeding heavily**

One niggle I have with both of these boards is that the SCSI module must be soldered in rather than using the edge connector plug-in method favoured by Phase 5 for the Bizzards. That means that you are going to have to send your Apollos back to the dealer to have a SCSI chip installed after purchase. Of course you can order them fitted from the start if you want. Both







benchmark with no FPU instructions.

ned — again without FPU instructions. the flops benchmark shows the BEOs perfo

Phase 5's 68060 accelerators still have a significant performance edge that's almost solely due to CyberPatcher. We asked Ralph Schmidt, who developed the software for Phase 5, some questions about his creation. Q. Why was 68060 optimisation software deemed necessary by Phase 5? A. When we developed the card in Summer 1995, a lot of software used instructions which aren't implemented in the 68060 any more. Gerald Carda and I came up with the idea to patch these instructions in real time. The initial CyberPatcher was written around September 1994. Q. Which instructions are missing?

The 060 has almost every 680x0 instruction apart from some in the 68020, but the main problem lies with unimplemented 6888x FPU instructions.

Q. How does CyberPatcher work? A. CyberPatcher snoops for instructions which would normally be handled by the emulation and tries to patch those instructions with a replacement. The difference between emulation and the CyberPatched routines is that the emulation has to emulate the opcode and runs in Supervisor mode where multitasking is disabled. The resulting Cyber Patched opcodes don't have the same overhead and so are much faster. Q. So what kind of applications benefit from this? A. Ones which use a lot of opcodes which aren't implemented. FPU

examples: Scenery Animator, Imagine, LightWave, Cinema 4D, Integer examples: PGP (an E-mail encryption package) and Mand2000. Q. Finally, are there any plans to release CyberPatcher which will work with other brands of accelerator?

A. Not at the moment.

boards are also supplied with the relevant library software to get them up and running, including a 68040.library for the 040 and a 68060.library for the 060 unit. These libraries emulate the CPU instructions which were dropped on later processors.

The Apollo 68060 has a faster memory interface than even Phase 5's Blizzard 1260. This makes it the fastest memory interface yet seen on the Amiga. If it wasn't for the major oversight of no patching software, the Apollo 1260 would make your machine the fastest Amiga in the world. (See the CyberPatcher boxout above for a more detailed explanation of this). This means that with both benchmarks and realworld applications, the Apollo 1260 performs very badly with FPU heavy tasks such as 3D rendering - one of the reasons anyone would want to spend over £500 on



A The 868 chip is actually cooler than the 848, hence so fan.

an accelerator upgrade. But how does it handle games and other software? With The Killing Grounds there was only about a 10% increase in speed. Full screen was still not possible, despite the fact that on the Blizzard 1260 it was more impressive. Much to his surprise the 1240 outperformed its bigger brother, giving about a 20-25% speed increase - almost fast enough to play at full screen

Why was this: surely the 68060 is the faster board? Again it comes down to the emulation of unsupported instructions, in particular MoveP. Software which doesn't make efforts to avoid these instructions wi be prone to performance loss unless special patching software is available (which it isn't with the Apollo). However, the 68040 doesn't suffer from as many problems and you can get 68040 optimised versions of critical applications such as 3D rendering packages like Cinema 4D. Running these on the Apollo 40MHz 68040 is going to be fast. Certainly many times faster than the unassisted Apollo 68060.

#### Surprise result

Given the extra expense and poor performance of the Apollo 1260. I find little to recommend it: the Blizzard 1260 is still the A1200s ultimate accelerator, but it does so at a very hefty price. And there is now a weighty alternative: Siren Software, who supplied us with these boards, are offering 60ns 16Mb SIMMs for only £100 when you



#### ▲ The 1240 needs both a heat sink and a fan to keep cool buy an Apollo. As little as £475 buys you a

power for nearly £200 less than a Blizzard 1260 with a similar amount of RAM.

The cooling and power consumption of this card is still a factor and a beefier power supply may be needed if an internal abilities. Hopefully Apollo's will provide patching software for the 060 card, in which case it should outperform the current Blizzard 1260. Until then though, the 060 is overshadowed by it's cheaper and faster little brother. Mat Bettinson

#### APOLLO 1240

A500	system requirements: A1280 only. Requires Fast RAM for performance increase.
A500+	secrease.
A500	ease of use
A1200	performance 91% Memory access is extremely sippy, CPU performance is excellent.
A1500	value for money This is more like what accelerators sheald cost. We worth the dark.
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to give the A1200 a

#### APRILIO 1260

	OLLO ILUO		
A500 +	system requirements: A1280 only, Requires Fast RAM for performance increase		
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# **Dynamode Modems**

■ Price: 14400 £89.99/28800 £149.99 ■ Developer: Dynamode ■ Supplier: OnLine PD ② 01704 834335

# Two modems which look the same but perform radically differently. Value for money or what?



account with an Internet Service Provider. InternetFCI still have a three month trial offer for CU Amiga readers for only £20.00. Call them at FCI on 01273-763000 for details. Once that's done, you need the final missing link which is a Modern.

#### **Updated Mr Modem**

Qulber 9D have sourced updated moderns to the Mt Modern range (which I quite liked from the last Modern round-up). Sporting the same compact size, front power cnieft switch and easy to see LEDs on the front panel, the only difference is that it's gone beigi instead of makes them look and the seed of the control makes them look and the look of the force of the seed of the force of the seed of the force of the seed of the force of force of force fo

The modems badged 'Dynamode' may not be a 'name' brand but they've got a feature! I didn't expect to see on a BT and CE approved modem: a pass-through connector to plug your telephone into. That way when the modem is on-line, you can't pick up the phone on it. A very handy facility as you also never have to unplug the modem. CE approval seems to be obsessed by RF emission and in

this case both the power and telephone cables are wrapped around RF 'chokes' to stop any interference which may result.

#### Techno-laden fair

The supplied manuals are the usual technoisladen fair which is a useful reference once you get to gips with how to drive the modern. As serial cable is provided and thoughtfully it has both a ZS and S pri D keep Suff Squirrel users supply useful and the provided and a double adaptor is provided and a Pipes-Dial Internet offer though it's supplied with PC software useless for the Amiga. Both sport two year return-to-base varrantees which is good for

peace of mind.

At this point, the two different modems part company. Physically on the outside they may be the same but internal specifications differ wildly. The cheaper unit supports only V32-bis which is the name of the standard for a rate of 14400 bps. This means it takes about nine minutes on-line to transfer a full floppy disk worth of data.

The more expensive modern supports VFC (unlike Mr Modern) and V34 whose standard dictates a 28800 bps rate moving the same data in 4 and a half minutes. The 14400 bps unit does however have Violes' support with a microphone and speaker jack on the same. This would certainly be handy if only the Amiga had some Voice mail software, which so far, it doesn't.

#### Worked faultlessly

Both moderns have Fax Class 2 capability at 9900 and 14400 and this proved to work sulficiently well with GP Fax. The V34/28K programs of programs of the V34/28K programs of V34/28K programs of the V34/28K programs of terms of connection but over packs provided the V34/28K programs of terms of connection but over packs provided sat they una fait too hot for connection sat they una fait too hot sat they unattend sat they unattend

Owerall these are good cheap moderns that work. Online even throw in a 31 daks pack of Arriga comms-related software which is a little unnecessary since if you get vourself on-line you can download them you can download them you was all the control of the contr

Mat Bettinson



Performance with the 14,400 is mediocre, the 28,800 is much bette







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# **Emplant MacLite Vlac 1200**



■ Price: £59.95/£49.95 ■ Developer: Jim Drew ■ Supplier: Blittersoft © 01908 261477

If you think an Apple is just for eating you're barking up the wrong tree. However if you fancy getting your teeth into the computer version Emplant could be for you ...



hey say imitation is the sincerest form of flatlittle confused when it comes to Emplant. The original

down. It also meant that it could provide SCSI and AppleTalk conthe only feasible way of using certhe Mac-specific AppleTalk net-The shareware ShapeShifter

package poached many would-be customers by dispensing with the hardware and providing a software only emulation package. It meant Apple emulation on the cheap, and has since proved to be incredibly popular

Now it's Emplant's turn. Torn new versions of Emplant available: Mac1200 specifically for the A1200, and MacLite for any 68020 or better Amiga. Both are software only systems, clearly designed to win back some ground lost to ShapeShifter.



#### Performance tests

At heart, both Emplant and ShaneShifter are going to run at similar speeds, simply because of the fact that the Apple programs are running on the Amiga's processor directly. This also keeps the speeds in line with genuine Apple computers based on the same processor. There are two real performance bottlenecks: disk access and graphics.

Although both Emplant and ShaneShifter will work with a dummy file system based on single huge files existing on a standard AmigaDOS disk partition, the plete partition. Both systems experience huge performance increases when given their own Apple format partitions to play in. In fact, I was able to make Emplant use the partition I had been using for months with ShaneShifter without making any

major modifications. Graphics are the big problem however. Apple and Amiga screen modes work in different ways: the Annie likes chunky pixels, the



A It's not often you see three operating systems on one screen: Amiga, PC (thanks to PC Task) and Apple Mac, thanks to Emplant MacLite

Amiga uses Bitplanes. If you have a graphics card there isn't a problem, and your emulated Mac will fly. However, most Amiga users don't have access to a graphics card or any slots in which to fit one. It's therefore important that emulation of the screen modes on the Amiga's native display is as fast and efficient as possible. Emplant offers many different

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screen modes to suit your working requirements. If you are lucky enough to own a graphics card, a CyberGraphics driver is supplied (although I couldn't get a display larger than 640 by 480). If you don't have an external video card. there are PAL and NTSC drivers and special AGA versions. You can also open up a window on the Workbench if you want to impress passing PC owners. The fastest video driver is the black and white display. Fast, but not terribly attractive. You will be able to run word processors and so on, but Photoshop will look a little drab. With a decent processor (read a good 68030) and Fast RAM, the 16 colour display is impressive, and the 256 colour display is still useable.

### Interlace

The bad news is that displays will be in interlaced (i.e. flicker) mode unless you are using an AGA machine and have a monitor capble of displaying Multiscan displays. If you do have this set-up, you are spolif for choice when it comes to picking a display. Besides all the usual 2, 4, 16 and 256 colour Mac modes, using 14MME. Emplant can even emulset 15/24 bit screens. Overall, screen updates seemed considerably amounter than StapeChirter, so I can are some benchmarking programs ment. The results are displayed hereabouts. It is interesting to the interesting the companies of the control of

note that drivers for the Graffiti

graphics card are promised and that could boost performance a great deal.

### Memory

For some reason, Emplant seemed less happy with grabbing all the available memory. If your memory expansion happens to deal in memory in chunks rather than in contiguous blocks, ShapeShifter can sometimes find a few more bytes. Neither of these programs will support

Virtual Memory or use the MMU to group together all memory pools: although these features are apparently available with the hardware based Emplant system. Another hitch was that floppy disk access seemed to be slower through Emplant than through

ShapeShifter. So, is turning your Amiga into a Mac all that good? Certainly it's fun and it can be very useful too: how else are you going to run Microsoft Word, Netscape Navigator or Internet Explorer? PC emulation is too slow for monster software like that. The big catch is that you need the Apple operating system software and the ROM image from a genuine Apple Mac The software is no problem (heck it was on the last CU Amiga CD-ROM) but the ROM can be. I happen to own an LCIII Mac which meant I could use the supplied program to snapshot the ROM image. However, you might not be so lucky.

These new versions of Emplant are very welcome, if not overdue I had no serious complaints to make about them, and if you haven't seen a Mac emulation in action you will be seriously impressed. Emplant supports SCSI hardware, networking protocols and CD-ROM drives. Should ShapeShifter? If you have a graphics card, it doesn't seem to make a great deal of difference which program to use (although until the CyberGraphics display bug is fixed and the screen can be increased to 800 by 600, I'll probably use ShapeShifter more). However, for A1200 owners, Emplant would seem to be a lot faster than ShapeShifter, and that could very reasonably be taken to be the deciding factor. John Kennedy



MACLIFE, MAC 1200

The property of the propert

# **Photo CD Manager**

■ Price: £29.95 ■ Developer: ASIM Innovations ■ Supplier: Siren Software © 0161 796 5279

Looking for a slideshow? You're sorted. A manager for your photoCDs? That's another story...

ith photoCDs you can have your own pictures put on CD-ROM instead of film prints. Also you can wave goodbye to tons of bulky photo albums clogging up your living room because, as these types of CDs are multi session CDs, you can keep going back to add more pictures to your CD until it is full.

This sounds really handy but wouldn't it be too difficult and expensive to do? Not really. Once blank gold writable CD (cost about £10) if this is your first set of films to go on CD. Then take both to a PhotoCDs. Check the Yellow Pages for one in your area. Next, the developer processes the film, (normally only the negatives are needed), and scanned in at an amazing 3072 x 2048 pixels. The resulting PCD files are burnt onto the CD.

Once you have all your pictures on a CD, perhaps you need something to help you organise them? This is where PhotoCD Manager comes in, It's produced by ASIM Innovations, the Canadian developer who specialises in CD-ROM support including the ASIM CD filesystem and MasterISO. The program is on CD in the form of a simple installer and 36 PCD files on the CD. There are also two versions of PhotoCD Manager, a HAM

version for OCS/ECS machines and a HAMR version for AGA machines. It's simple to use and has an attractive custom GUI on an interlaced HAM or HAMB screen (it can be forced to DBLPal). If a PhotoCD is inserted into the CD-ROM PCD Manager will scan the PhotoCD and compose thumbnail can be activated by clicking on the number range gadgets. PCD Manager also saves the thumbnails to HD so that when the disk is next inserted, it only takes a secand to import the thumbnails.

#### Not a manager

PhotoCD is a more a slidesho than a manager. The thumbnails can be viewed in a small window or added to a slideshow. The PhotoCD standard specifies whether pictures are to be viewed horizontally or vertically. The rest of the slideshow features are basic: two kinds of wipe and loop/pause options and insert and delete buttons for slideshow.

I can only see PhotoCD Manager being of use to someone creating a demonstration with a CD32 (which PhotoCD manager has full loypad support for) or as a basic viewer if the owner didn't already have one. I would have liked a lot more support on the CD including some graphics manipula-



tion utilities and even more PCD files considering less than 200Mb

The list of what PhotoCD manager doesn't do is far longer than what it does. For instance the viewer uses a horrible 384 x 256 resolution regardless of using the HAMR version which could easily support the PCD built-in 768 x 512 mode. It also won't save out as anything other than the low resolution HAMS IFF There's no optimisation in the palette to avoid HAM8 fringing. Amongst other things you should be able to catalogue the thumbnails off HD to 'manage' your Photo CD collection.

#### Poor quality What PhotoCD Manager sets out to do, it does. The trouble is that

this isn't very much. If you have a CD filesystem capable of reading pictures into commercial and shareware packages which support PCD at the resolution PCD files support (such as ImageFX) and achieve much better results

However, given that PCD Manager works nicely on a stool CD32 it does have some uses. Most people however should steer clear and spend the mone ages which can process PCD slideshows with something like

MainActor, What a pity. Mat Rattinson

A This is a PhotoCO file as viewed by PhotoCO Massager in HAMS 384 x 256.



A This is the same PhotoCD file as it could look in a higher resolution

#### PHOTO CD MANAGER

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# CD-ROM

Tony Horgan's selection of CD-ROMs includes the Amiga's newest Interactive Encyclopedia.



#### Aminet 13



tool which can be used to create softw

All the latest from the famous Arninet archive comes our way once again on Arninet 13, this time with a special focus on animation. A fully intact, working version of Main Actor is also included. This is an animation nately makes for a very cluttered and confused display in a high res, non-interlaced video screen mode.

There's a healthy 800Mb of new software data and the archived format of the CD means there's still room for nearly 300Mb in the 'pix' drawer too, most of

which is animations. As always there's the usual stack of software from every corner of the globe in every imaginable category, it wasn't the case until fairly recently, but now one way or another, just about 195% of all freely distributable Amiga software gets uploaded to the Aminet, so what you've got here is an all-encompassing collection

of the latest shareware and PD releases, inclus ing games. demos, utili ties, applications, modules samples Once again highly recom mended Available from: Most CD-ROM dealers. Chack ade for prices.

**Epic Interactive Encyclopedia** 

The last time we looked at an encyclopedia CD-ROM was back in our November 1995 issue. The Grolier Encyclopedia was rated at 87% and scored points for its excellent, clear and simple front

Apparently that CD has now completely sold out the world over, so Epic Marketing decided to create their own completely way April 20 Experience 19

new Amiga CD Encyclopedia. There are three main sections: Encyclopedia, Media

The main Encyclopedia section is controlled from one high res interlaced screen, split into four window.

Lord Med with the curvo keye, Fig. Jup and Fig. Down on the keypad or with the pokey little gadgets next to the list. Any items of particular interest can be ticked off on the list and carried over to the Hotilst Editor, where you can make up your own indexes from selected subjects. There's a Search button just beneath the main list which works as a shortcut for locating any subject.

All the topics are listed alphabeti-

cally in a single index in a win-

For each subject there is always some text, and certain subjects have a picture (or a series of pictures), a sound sampie or a small "movie clip' animation. Some subjects may have all of these, others might have one or two. However, pictured on or accompany all of the entries nearly half of the subjects I looked at were text-only diffairs, which is a little disappointing, which is a little disappointing of peopraphy careful properties. The pictures themselves appear in another window and can normally be viewed as full-screen low resolution grey scale images too.

resolution grey scale images too. Film clips appear (very occasionally) in a mini screen in the bottom right corner. These are grey scale animbrushes grabbed





from video and lasting somewhere

on more recent Amigas. If you

#### Media show

mode. If you switch to 'learn'



Motorcycle racing

Search... motor



11) Sample Filmelip Speak!

over purpose-built tracks, speedway over overal-shaped dirt tracks, notocross over natural terrain, incorporating hill climbs, and trials, also over natural terrain, but with the addition of artificial hazards.

#### Conclusion

CD, but maybe the space taken (around 50Mb) would have been

bill. Care has been taken to

ensure you can run a version of drive-equipped Amiga with 2Mb of RAM and OS 2 or higher, with Available from: Epic

Marketing, 139 Victoria Road, Swindon, Wilts. Tel: 0500 131 486. Price: £29.99 plus £1 post & packing.



Here we go again ... working through a CD full of PD games should be fun. All those 'Golden games at your fingertips, what could be better? I can think of a few things.

Most PD games have a habit of shutting out your operating system along with any programs that may be running, often with no option to guit back to Workbench, They also have a habit of being either a: incompatible with various Amigas, or b crap. While any one of these

problems in isolation may not be a major hassle for occasional game playing, when you're faced with the task of sifting through 1,000 such games on a CD-ROM things can get a bit messy - you could find yourself sitting through what seems like hours of drawnout title sequences, system crashes and reboots before you

find anything worth playing. Don't lose heart though, there are some real beauties lurking between the rubbish. These are mostly re-makes of classic coin-

ops from the 80s. like the fabulous Defender clone (with all the original sound effects) Bignonia's unofficial Donkey Kong Popeye and Zaxxon conversions (sadly Donkey Kong is not Amoeba Invaders, Boulderdash

Most of these have been knocking around the scene and various CD compilations for a few

years though, so if you've already got a CD-ROM of PD games it's likely you'll have most of them. There are still some interestinaly obscure games to be found, like

the 'Pepsi-sponsored' one in which you attempt to catch leaping trout in a net whilst standing in a river in Ireland. I can tell you're excited already.

Fans of the long-forgotten genre of the text adventure will

find plenty to get stuck into. Once you've endured the long process of identifying which games are good you'll probably end up with a core of around a dozen gems. Just don't expect 1.000 quality games! Available from: GTL Carl-Zeiss-Strasse 9.

D-79761 Waldshut.

Tiengen, Germany,

#### Amiga CD Sensation - Demos R 4 Ever



From the compilers of the Golden Games CD, Demos R 4 Ever aims to bring the best of the Amiga demo scene to you on one CD. With demos dating back as far as 1992 (and possibly further) it's not a cross section of the current scene but a kind of edited highlights package. That's not to say it has all the best demos from the last few years. Tracking down some of the classics from the

recent and distant past is not always fruitful, but you couldn't criticise the CD for its omissions when there are so many that have been included (almost 2.200 in fact).

The demos are all uncompressed and come with readme files that advise on the system requirements. To say they are all 'ready to run' from the CD might be rather generous - ready to

crash would be more realistic As with the Golden Games CD. browsing of the contents leads to countless crashes and lock-ups. If you take time to

check all the readme files before you shouldn't have too much bother, but after a while that becomes a chore you could do without. A better system is employed on the Spaceballs Scene Storm CD, which pops up a little requester whenever you click a demo's icon, telling you its requirements and whether it will exit, giving you the choice to go ahead and run it or to abort before you lock up the machine

If you're a demo fan but you're not connected to the Internet. this is an excellent way to catch up on many of the top demos you'll have seen covered in our PD Scene section over the years. Finding a particular demo is

made fairly easy so long as you know the name of the group that made it, as they're stored alphabetically according to their creators. A search tool would be useful for locating demos by

Although this suffers many of the problems encountered with the Golden Games disc, generally the quality of the content is higher. When they work they're good examples of what's out there on

the demo scene. Available from: GTI, Carl-Zeiss-Strasse 9. D-79761 Waldshut. Tiengen, Germany.



# PD Scene



A selection of games have risen above the rest of the PD scene offerings this month. Tony Horgan is your cheap thrills quide.

# Above Top Secret

Here's a disk for anyone who thinks they're a bit of an expert on TV and movie sci-fi. It's a quiz with question sets based on Alien, Bladerunner, Doctor Who, Red Dwarf, Star Wars and The X-Files. It's been compiled with the Q-Whizz quiz engine, which leads to a neat interface which is clear



neat interface which is clear and easy to use, even if it is a bit laboured at times. Casual fans will probably find it quite challenging, while real anoraks will no-doubt revel in answering every question correctly. Either way it should provide plenty of chinstroking fun for anyone who wears Star Trek pyjamas at night. It's licenceware by the way, not PD.

Available from: F1 Licenceware, 31 Wellington Road, Exeter, Devon, EX2 9DU. Tel: 01392 493 580. Price: £3.99 plus 75.0+p. 81

#### Birdie game

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DIV platform games are popular this month. Along with Glickslaw we've get this one, another short taster of a thin one, another short taster of a continuous continuo

Birdie won't set he world alight but it could keep the younger men's the total family amused for a while. If you like it a lot you can send off for the full game from the author. If you don't like it you've got yourself a blank disk for under £1.50 including post and packing, so what have you got to lose?

Available from: Hornesoft PD, 23 Stanwell Close, Wincobank, Sheffield, S9 1PZ. Price: £65p plus 70p p+p.

with your eyes closed.

78

#### Quicksilva

#### game

Definitely one of the better games to have swerzed from the PD scene lately, Quickslews is a demo version of a colourful platform game featuring a dumny little android as its main character. The fast parellas scrolling is impressive, but actually too fast on a 60000-based A1200. Some kind of compensation for faster muchiless A1200. Some kind of compensation for faster muchiles unplayable on such a system. That's good enses for any more with a slower Amigst though, as it shouldn't have any trouble keeping up running on less powerful CPUs. If you're into garish backforps in the style of the

If you're into gerish backdrops in the style of the James Pend parnes you'll get along just tipe, or the James Pend parnes you'll get along just tipe, but don't expect the gameplay to match that of the famed fishy series. It's fairly simply run, jump and shoot action with the usual pick-ups and baddies along the way. Nothing out of the ordinary but a good bit of fru anyway.

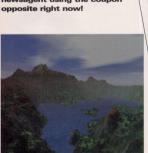


Hornesoft PD, 23 Stanwell Close, Wincobank, Sheffield, S9 1PZ. Price: £65p plus 70p p+p.

80

From the November 1996 issue of CU Amiga Magazine we will be cover mounting a CD and incorporating the **CD** Amiga section permanently. As a bonus we'll have a top **FULL** utility on CD next month too ... but don't worry, if you haven't got a CD-ROM drive we haven't forgotten vou. As usual the disks on the regular issue will have the best game demo in the world and an exclusive FULL utility as well.

So don't miss out on either the CD or the floppy disk issue of CU Amiga Magazine: place an order with your newsagent using the coupon



# CD-ROM Scene

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- Zoom 2 Sound FX Sensation • Oh yes ... More Worms
  - Sound Library 2

CDs of the year A comprehensive listing of the CBs

reviewed so far this year

What's on your All you need to know about your



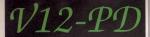
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- CU Amiga Magazine now has monthly CD-ROMs, please reserve/order one
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Newsagent: CU Amiga Magazine is distributed by Frontline. Please contact your local wholesaler for copies of the CU Amiga Magazine CD edition, monthly at £5.99 from November 1996.





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HELLO FOR ANOTHER MONTH. THAT WAS A BIT BORNING, WASH'T IT, ERM LET'S TRY AGAIN. HIVA HIVA HIVA EVERY MAN, MCK O' YAI THAT'S BETTERI OK, LET'S GET DOWN TO BI NESS, YOU ARE FLUCKING THROUGH THIS ULLUSTRIUS MAG, LOOKING FOR SOME PO ACTION, WHERE'S THE BEST FLAZE TO FAID SUCH AN ARTICLE PHARE. OF COMPANY OF HATTEN SHYM YERE AT PO COMPANY OF THE YEAR 1989. YOU OFF CET THAT PROSITING ARROUNDS ALD NY YOU GET IT FROM BERN THE REASTS, CHEAREST AND GOSH-THATS SHYM YERE AT PO COMPANY OF THE YEAR 1989. YOU OFF CET THAT POWER STITES ARROUNDS. LOW YOU GET THE THOM BEEN THE REASTS, CHEAREST AND GOSH-DARNED REST PD LIBRARY IN THE WORL SO WHAT MAKES OF V12 THE BES

THE LOWEST PRICES IN THIS MAGAZINE BY A VERY LONG WAY, DON'TS TAKE OUR WORD FOR IT, LOOK AROUND, EVEN THE TINY ADS AT THE BACK AREN'T CHEAPER.

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INSSAME TO ALL WORKBENCH 1.3 USERS, WE STILL SUPPORT YOUR SYSTEM AND HAVE THE LARGEST 1.3 COLLECTION IN THE WORLD, OUR CATDISK WORKS FINE FROM OH 0.0.1.3, SO GIVE THE OLD FRIEND A BOOT WITH SOME NEW EXCITEMENT! OR COURSE, WBZ AND AGA AMIGA OWNERS ARE SUPPORTED BETTER THAN A PIG ON STILTS TOO, EVERYONE'S WELCOME, EVERYONE'S CATERED FOR. GOR BLIMEY GAV'NA, GET ON THE V12 LURVE TRAIN AND GO TO HEAVEN

INDEX. EXEMPLES OF THE CONTROL EXPENDING SAMPLES OF THE CONTROL OF

FOR A CATDISK, RING THE NUMBER ABOVE, OR WRITE AND ASK. IT'S FREE THIS MONTH SO GET IT AND START SEEING HOW A PD COMPANY SHOULD BE! WHAT HAVE YOU GOT TO I OOSE? WE DON'T BITE YOU KNOW WHEN YOU'RE LOOKING

ANYWAY, THAT'S ABOUT ALL V12 HAS TO SAY THIS MONTH, EXCEPT HAVE ANOTHER HAPPY AMIGAING MONTH, AND NO MATTER WHAT HAPPENS WE WILL ALWAYS SUPPLY PLOPPY
PD TO THE CUSTOMERS THAT WANT IT, WE WON'T FOLLOW EVERONE OFF TO CO ONLY LAND, SO DON'T WORRY, YOU'LL ALWAYS HAVE SOMEONE LOOKING AFTER YOUR NEEDS. GREETS FOR THIS MONTH GO OUT TO WOLFMAN, TOPDOG, FREAK AND BUIDDA OF MFA, ICEMAN OF CARNAGE, ICON OF LSD, MR SPOON, MICHAEL CARTER, JOHNNY 5, STEFAN MAN-SIER, THE BEYOND THE FRONTER CREW (HI), ROB DAVMU, RIGSBY, GUNTERHEIM SUPPLIES, MADONNA, KYLIE, DANNI, BERNIE, JACOB GRIZZLY, BENTLEY BELISHA AND FRILLY MIDGE, AND ALL THOSE PEOPLE WE'VE TYPICALLY FORGOTTEN

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# **PD Utilities**



Anthony Brice wades knee-deep through an ocean of PD Utilities and nets a powerful Email manager, a HTML converter, a superlative Electronic FiloFax and lots more in this month's bumper catch.

**Epoch Voyager** Electronic Filofax

In the beginning there was Epoch Professional then Epoch laster. Even then, author Jack Pritchard was not happy, so for the final part of this trilogy (unless he creates another version) we have Epoch Voyager, Jack states that he started from scratch to create this new organiser and there have been lots of improvements made over all of its

For those who've never had the benefit of coming across the Epoch series before, what you have is a superbly presented electronic equivalent of a Filofax, with capacity limited only by the amount of memory you have.

capacity limited only by the amount of memory you have. You have the usual features within this self-contained package; a calendar, diary, clock with alarm, address book and anniversary list amongst others, all presented in the author's custom GUI interface, which is very well designed and easy to navigate around, even if it is a little too Windows '95 for my liking.

It's a shareware program though folks, so you won't all the features in the evaluation version and number of records is limited to 20 or so. But the price of purchasthan what you pay for. Of particular note is the excellent search facilities and configuration aspects in this pro-gram. With on-line help and 'dock' windows for easy navigation, it seems the author really has thought of everything. Highly recommended.

vailable from: Online PD, 1 The Cloisters, Halsall Lane, Formby, Liverpool L37 3PX. Tel: 01704 834335



Vark 13 disk utility compilation



The Vark series of PD disks has become pretty popular over the last couple of years and number 13 should be no exception. Vark is an Amige fan who releases regular additions to the Vark Utils disk series made up from the latest and best tools that appear on the to his note on the disk, has been compiled with Workbench users in mind. Each program has associated icons, along with the relevant documenta-tion in its own directory (unlike some Shell-only

utility disks

The many tools on the disk include a boot screen that splays system information, a conversion tool for langing AmigaGuide files to ASCII, BlitzDMS (the best front end for DMS), a tool for scanning how much space roll relative Joseph a volume, a GUI for configuring a directory takes up on a volume, a GUI for configuring AmiTCP that uses the wonderful Muiflexx extension library and the official replacement hard drive installer tool from Amiga Technologies.

As always, there's something for everyone on these disks and even a disk error couldn't stop me enthusing about how good Vark's efforts are in compiling these gems. Needless to say these programs are all credited to the original authors and are all freely distributable

Available from: Roberta Smith DTP, 190 Falloden Way, Hamsptead Garden Suburb, London NW11 6JE, Tel: 0181

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#### DiskSqueeze

disk compressor

DiskSqueeze could become the floppy diek archive format of the future - even replacing DMS! It can handle DOS and ats so you are able to compress just about any Amiga disk. Also the archives are much smaller than



you would get from using DMS. There are options for adding file\_id.diz lines (popular with a lot of bulletin boards) and banner files which can tell you about the file without it having to be unpacked. The test option checks if the archive is com-pressed OK as well. Support for multiple devices are available, so you could compress archives on a virtual device such as RAD: and similar products.

Such as RAD. and similar products.
This program's strong point is user friendliness. The install script is very well written and includes a check program which you can run after installation to scan your system, checking that required files are present and environment labels are set. One criticism is that so many romment flabels are set. One criticism is that so misoript, external files are needed set well as the main script. However, this is negated by the excellent installer, so it's not a problem once you have it installed on your system. The author also promises significant new features for version 2, such as a front end GUI rather than a button bar.

Available from Aminet Path: util/arc

#### Yam 1.3 Email manager

Yet Another Mailer MUI application used for the reading, writ-ing and storage of direct tools built in for transferring mail between Yam and vour mail erver, including options to write and spool out messages

spool out messag transfer if you next link up. You can also use it to in transer if you may min up. Our answer by the SMTP proto-ool (used by most AmTCP users) which is handy if you to test Yam without measing up your current system. The front-end is fully configurable and the on-line help system is both user friendly and clearly laid out. One small criticism to make is the lack of an option to earlier amily our written yourself. But it's a small price to pay for something as powerful as Yam. And speaking of price, here's the best part: Yam is totally freeware. Registration costs you just the price of an Email. So, there's no excuse whatsoever for not registering the program

Available from Aminet Path: comm/mail

#### MinBar

GUI for launching programs.

Yet another pro-Workbenc So what does MinBar offer don't? To start, we have options for multiple lists. This is handled via



different prefer ences files so the number of programs you can have available on the launchpad GUI is limitless. Also, raising it above the likes of ToolsDaemon, you have four differ-ent ways to launch a task via MinBar: Workbench Tool, CLI DOS command, ARexx Script, or Link. The main GUI is an AppWindow so you can drop programs into it while searching through your hard drive. MinBar also has deeper advanced options, designed primarily for ing games, where you can disable CPU caches, running games, where you can disable CPU caches, reset the display and reset the VBR (vertical blank regis-ter) between Chip and Fast RAM. ToolsDaemon is no longer supported and ToolsManager is a huge program which can be very tricky to set up for beginners. In contrast MinBar is one executable file with the prefs systrast MinBar is one executable file with the priors yaper tem built in and very economic on the memory, apart from the MUI overhead if you use that version. The author has also promised continued support. A comprehensive tool, which, while fiddly to use

until you've got used to it and read the manual properly, has significant improvements over similar programs and is also totally free! Registration is via an Email message to the author who will then send a free keyfile. On-line registration is also now available via the author's web site, which is a great idea. Just point your web brow at http://www.eateggs.demon.co.uk and follow the links.

Available from Aminet Path: util/wb

#### RDAG2HTML v1.6 AmigaGuide - HTML converter.

RDAG2HTML is an ARexx script that will convert your old Amagacuade documents into HTML format Despite the name if it's a decent utility. Get the name if it's the when you want to distribute the tense in the when you want to distribute the candle grows handly if you're into HTML design, how program is going to be able to do it all for you, but RDAG22HTML does a fair job. It includes support for creating single pages, or multiple part output files (which means HTML browsers would load each page a lift to quicked) a well as in-built images for certain icons uch as main page, next and previous buttons etc, which because it's an ARexx script, you are able to customise. Background images are also catered for, as well as custom header and footer files. It will also handle the conversion of nodenames to MSDos format for PC browsers. RDAG2HTML is public domain

Available from Aminet Path: text/hyper

Workbench Add-On Volume 1



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Meeting Pearls Vol. III



XiPaint V4



**Magic Publisher** 



Aminet Set 2



Aminet 13



**Mods Anthology** 





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You can see CU Amiga Magazine on:

http://www.cu-amiga.co.uk



Welcome to the part of the magazine where people turn to first for help. advice and information on everything from Comms through to the internal workings of your Amiga.

#### **Art Gallery**

The top quality artwork continues. If you want to see your work published and maybe get a job as a result, send it in now.

#### 86 Comms

Saving time and space is on the agenda for this month's guide to

#### **Net God**

The latest information on what is going on in the global wired world.

#### 90 **Masterclass**

Never judge a book by its cover. This time we're going deep into Workbench to find out what all those 'hidden' files do.

#### FAO

Getting PC and Mac software to work on your Amiga is simple. And it will be even easier once you've read this FAQ on it.

#### 98 O&A

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It's general hospital time for all those broken Amigas. Doctor Horgan and Nurse Bettinson are on hand with the bandages.

#### 100 Points of View

Someone with an opinion is better than someone who couldn't care less. These pages are home to all those who care about the Amiga.

#### 102 Backchat

A Spanish reader fills us in where our Euroscene feature left off, readers reply to Mr Wilson and lots more in our monthly forum.



#### **Imagine 4.0**

Independence Day has nothing on the aliens in this tutorial. Well, maybe not but you can have a darn good try at getting close with Imagine's superb lighting effects.

#### 82 **EasyCalc**

nvoices receive the EasyCalc treatment: how to get them looking tidy whilst all the omplicated bits go on in the background.

#### 84 Graphics Masterclass

We've gone all alternative this month as look at other ways of using some of the processes in ImageFX.









Achieve the recognition you deserve. Get your work published here and who knows, you may become famous (or even more famous).



Artist: Irina Smith-Gicburg, Southampton Amiga: A4000 Software: Photogenics V1.2



Artist: Marina J Cox, Australia Amiga: A1200 Software: DPaint

#### oin the club

even software developers about work publisher in Art Gallery. As a result we will be offering a free contact service through these pages in forthcoming months. If you need an artist or if ave artwork which you would like to have displayed with a contact address for interested arties please write to us now, enclosing your twork (on disk), your project details etc.

Artist: Stephen Gardiner, CUCDIII Amiga: A1200 Software: Imagine, Image FX



Artist: Kent Stahre, Emailand Amiga: Not known

Software: Brilliance, Imagine





Artist: Mille Patrice, CUCDIII Amiga: AGA Software: Photogenics, Imagine, Brilliance



Artist: Derek Thompson, CUCDIII Amiga: AGA Software: DP Software: DPaint IV, Photogenics, Imagine 2.0

# **imagine 3.**



A little green man takes off with Daisy under cover of darkness! Find out how we helped him do it with Imagine's many different light sources.

Getting the lighting right is what differentiates an average image from a spectacular one. This month we'll look at how the position and type of light sources can transform a flat and unrealistic render into a lifelike one. John Kennedy

#### Come into the light, my dear?

Before Imagine will even start rendering there must be at least one light source in every scene. For best results, however you'll probably need at least two light sources. And just to add even more realism Imagine has a special form of light source called 'ambient lighting' This is a general light applied equally to all

objects from all directions. Achieving absolute realism in a picture is not always desirable though. You have to decide whether you want to go for realism (like Babylon 5) or simply what looks best (like Star Trek TNG). Realism requires that you have a single light source, usually the sun and ate what a giant space ship floating in deep space would actually look like can be pretty dull as a lot of the objects would be in the shadows and lacking detail. The creators of Babylon 5 get around this by ensuring that their star backdrops contain lots of purple and blue nebula rather than simple darkness. Also, the ships in Star Trek all seem to manage to look perfectly lit from all directions and

some even are fitted with their own light sources for illumination.

Below is a more practical example. There are generally accepted ways to position light sources for best effect. A simple scene, say a camera and one object, requires two light sources. The first is far away and this is the



A Here there is only one light source which is placed behind the

'fill' light. The second light is placed close to the camera for the main illumination. You can see the effects of these lights in the follow images as shown here, try and arrange the way as the sun does in the scanned image





The light has been brought next to the camera and a second source placed in the distance to provide a IF. The shadows have added depth to the landscape, and illuminate the detail on the cow object.



A Now ambiest lighting has been turned on too: notice how the darker shadows are starting to appear gray. Too much ambient light and they'll start to appear washed out.

Imagine 3 originally introduced the idea of having light sources which are not necessarily point sources but send out light in all directions ie spherical. It's now possible to control the direction the light travels and define the light beam as either round or rectangular.

There are also other types of light source such as a source which emits parallel rays. Parallel rays are like those from the sun and illuminate all objects equally. To select the type of light source you'll need to create a normal light and then go to the Action editor and look at



When you create light sources settings and use the Display menu to switch on the 'Light Lines' option you'll see which direction the lights are pointing in. There are no lines drawn for the default spherical light source because the once. You can combine the light beams with foggy objects as before, to create rather cool searchlight effects. You'll need to match the shape of the light beam

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objects to suit the light source. In the real world, light sources cast shadows and Imagine will do this too. You can switch shadows on and off from the Action editor 'Actor' requester as before. With the shadows turned on, rendering times are increased dramatically soonly use them when strictly necessary. You'll need to use Trace mode, not scanline, to see

use shadows with the light sources which actually require them. The last image features a round light source with shadows switched on. There is a fill light in the distance and ambient lighting is turned on. The image is 1024 by 768 pixels and took 18 minutes to render in trace mode on an 68040 based A4000.



A Normal light source



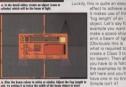
A Round light source



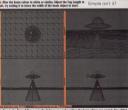
#### Making the invisible visible



beams of light visible, so that the beam itself can be observed. For example it would be very useful for creating a spooky picture complete with lots of nasty abouts and abosts bovering about. Or how about a spaceship's tractor beam. The possibilities are endless



effect to achieve and it makes use of the fog length' of an example you want to make a space ship emit a beam of light. (Obviously this is what is required to create a Class 3 tractor beam). Then all you have to is follow the examples to the left here and you'll have one in no time.



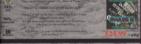
A Now is the Stage Editor create the light source and position the beam where you want it. I've add a few other ablects here.



ender the scene in scanline or trace modes. A possible so ion invadors for their com bizarre brooding experiments







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Even complicated things can look easy. as we're about

to find out in this last EasyCalc tutorial.

le're often amazed at how professionals, such as gymnasts, can make something extremely difficult (such as triple somersault) look easy. Likewise in last month's tutorial we saw how to make EasyCalc carry out complex computations and still keep the presentation looking smart and simple. This month we'll build on this technique in an effort to keep our convoluted forms and other

For this tutorial we're going to use an invoice as an example. Most invoices have end of row. At the bottom of invoice there is normally a final total. In EasyCalc this set up is easy to recreate, all you have to do is use the SUM function and tally the results up it won't leave our spreadsheet looking very nice. It would lead to untidy invoices, with an unsightly 0.00 shown when no data is present. A more professional arrangement is to have the program figure out when no data is present and hide the worthless and untidy 0.00 from view. This is exactly what we're going to do here and similar techniques can be used in any spreadsheet where calculations are made on cells that don't always contain values and a tidy display is required, such as company accounts and club membership records

erful built-in functions of our cover disk can be used. In this case we use the VAT function but you could change this to others as the need arises. Several of the tutorial files supplied on the original uncompressed disk demonstrate the other functions available.

#### Step one

We start off the spreadsheet by setting up a basic layout, this includes the company names (whom the invoice is from and to whom it is addressed) and the relevant data such as a product code, description, quantity and item price. Below this information are the totals for yCalc 2.8f for CU-Mniga - Copyright @ 1992-6 Hndre dental when the medical extransion enthernesist Magic Kingdon, Inc The Castle, Fairy Land Tel: 81322 888881 Fax: 81322 888883 Tinker Bell Enterprises The Old Farn Dartford DB1 XXX Description. Qty Price Total VAT:

the VAT and the total invoice tally. The totals will all be worked out for us by the program. For now we're just interested in getting the formula and cell content right so we can bypass layout for the moment. The screen shot seen here shows where all the information needed will go, formatting and other paraphernalia will come later

#### Step two

This formula (marked 2 below right) takes the individual unit price (found in cell F17). and multiplies it by the number of units required (the quantity found in D17) then displays the result.

However, if the invoice was blank, with no umn, making it look messy. This formula uses the IF function, checks if the result is less than 1 (ie 0) and if it is returns a space, if not then it returns the total. As a space can't be seen when the invoice is empty (so the total comes to 0) nothing is displayed making it

look clean and tidy Step three Formula number 3 (right) shows

result by 100, with a formula something like =(@sum(F17:F23)\*17.51/100, as it is we just need to add the VAT function to the front of the SUM function and it will total the column up for us. However, like the Row Total functions this leaves us with 0 in the VAT cell when the spreadsheet is empty. To get around this the function in step 4 is used.

st

calculates the VAT of the items listed. If we

tiply the result by 17.5 and then divide the

didn't have the VAT function we'd need to mul-

#### Step four

Formula 4 is a combination of the first two formulas. It calculates the VAT, then checks if the result is less than one, in which case a space is returned ie the " " bit. If it's greater. the VAT figure is recalculated and returned. Once this is done copy cell F17 and Paste it Relative (found under the Edit menu) into cells F18 to F23. Remember how last month we

=9IF(D17\*E17<1)." ".D17\*E17) =@VAT(@SUM(F17:F23))

=@IF(@VAT(@SUM(F17:F23))<1)," ",@VAT(@SUM(F17:F23)))

=IF(@SUM(F17:F24)<1," ",@SUM(F17:F24))

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	Involce			Magic Kingdom, Inc The Castle, Fairy Land
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The second				Fax: 81322 888882
DR1 XXX				
Code	Description	Qty	Price	Total
-		Qty	Price	fotal

saw that the Relative Paste inserts the formula into the new cells changing the references in it in the process, so D17\*E17 becomes D18\*E18 etc? This is quicker than retyping the formula again and again.

#### Step five

Formula 5 is the last formula, thankfully If you've followed the previous steeps is should be pretty straightforward. Like the VAT calculation, before it to buy the total of the invoice, it checks if a number is below! I and providing it is int! it shows the answer. Notice how we've now extended the range to take into account, as before if the result is less than 1 or figure is shown, matter the invisible space completed design and look of the invoice pretty smart for a couple of minutes work.

#### Step six

Now we've got the formula in place we can start to tidy up our spreadsheet's presentation. Firstly, centre various heading columns, and right justify the company addresses. Next, select all the cells that will contain values, on this spreadsheet this is cells £17 to £23 and

F24 to F25, and change their format to currency by clicking on the Edit. Format Currency menu. This will change any values seen inthese cells to be prefixed with a sterling chardeter '£'. If you wanted you could also add in extra supplemental data, such as a data and invoice reference.

#### Step seven

The spreadheet is now very rearry in place. As can be seen, when we have an empty spreadheet nothing above in the form -pready the very we will be a spready the very we shall it blowers. It's not. Easy-Cale's formatting capabilities. Highlight the background colour, then do the same for the fast line of the invoice form and change the background colour, then do the same for the fast line of the sol will be sold to the line of the same for the colour. The colour than the col

#### Step eight

Ta da! The finished spreadsheet, complete with all the attribute changes shown in stage

#### Let's get clever

Using Saya of the said invinces sich has other advantages apart from making them easier to do and presenting them in a semple manuer. For example, building on the properties of the properties of the properties of the properties manage possible to have EasyCale provide manage from invoices. You could, for instance, have a graph from more in provides, thus showing sales trends. Or maybe you could create a graph country invalidation for stock control. Throw in a dash of Arexi (EasyCale has a very comprehensel Arex port and almost very comprehensel Arex port and almost revenue from a dash of Arexi (EasyCale has a very comprehensel Arex port and almost very comprehensel Arex port and almost revenue from a dash of Arexi (EasyCale has a control).

Naturally, spreadsheets of this sort take a lot of working out, but they's very possible with a little forethought. The key to spreadsheets is to work out in advance what you want to achieve, plan out the bester to route to doing this and only then stat writing the format and formulae to produce writing the format and formulae to produce for programs where just sitting at your Amiga and and experimenting pays no dividends whatsoever. When trying to create complex documents planning is eventfling.

seven. For the purpose of this screen shot I've also entered some typical data into the first two lines of the invoice. See how the total cells now show the results – when previously they were empty!

Now for a challenge. The formulae used here have a problem – the invoice can't handle negative numbers (needed for discounts and refunds etc). You tell us the solution and we'll print the answer in the Q6A pages next month, along with the name of the first person who sends in a spreadsheet that does it correctly.

This brings us to the end of the EasyCalc tutorials (don't all shout at once) but not the last of the help from CU Amiga Magazine for it. If you have a problem with this application or any of our other utility cover disks for that matter drop our QBA team a line. Please note these queries will not be han-

Please note these queries will not be handled over the phone, you will have to write in to CU Amiga Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. ■

Andy Leaning.



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## Graphics Masterclass

Image FX 2.6 special effects

Dig deep into those effects menus to discover a wealth of useful and abstract tricks within Image FX.

he trouble with learning to use the snazy new effects offered by today's graphics software is that it can be hard to avoid the trap of knocking out the same cliched pictures as everyone else. It's easy to see how it happens: some big shot studio gets hold of a new visual effect, hammers it in a series of movies and music videos, then it filters down to personal computer users, where the software manuals show how to recreate the same effects you've just seen on the big screen. Morphing tutorials rarely use anything but two faces for subjects, 3D rendering revolves around spaceships, and lens flares are thrown all ower pictures like they're going out of fashion (which they surely must be by now).

So now you're probably looking at the main

picture have and salving what's an groundbeaking should this little har of psychodesis what's so original that I can justify those statements about tred of chiefe? Well it an obusify being much the picture itself as the thought behind to be the proper of the power of the highly and the proper of the proper of the proper of different with them by delving deep into their origination. The proper of the proper of results. The idea of this morth's Graphics was written of the beater face, war from the default settings and into those little menus you never know you never them.

#### Radial stars

The main picture, created with Image FX 2.6, was made in two parts. The first was the background, which is a number of 'radial stars' rendered on top of one another, and the other part is the text which was processed and dropped over the top. In rather more detail, here's how it was done.

A page (referred to in Image FX as a buffer) was set up with dimensions of 640 x 640 pix-With standard settings, the radial star normally comes out looking like a lens flare but in this case the number of points was increased to somewhere around 30 or 40, with the thickness level also set to around 40. The idea was to make three stars, one vellow, one red and one blue, so with a red nen colour selected from the palette, Draw Colour was selected from the radial star's Colour option (meaning the star would be drawn in the selected colour rather than white). The preview box can be used to test the settings. To get a perfectly centred star, the co-ordinates were entered as numbers in the Centre boxes (320 is half 640, hence the centre point) instead of being placed by hand on the small preview window.

Once the first star was endered, a willow provise selected and the star effect chosen was selected and the star effect chosen was recorded and the star effect chosen was cone third of the way between the first and second pronts of the original stat. Also the second pronts of the original stat. Also the second pronts of the original stat. Also the second pronts of the original star. Also the second pronts of the original star. Also the second pronts of the second process was repeated for the final blue star, with similar adjustment to the Angle and Resid star is an additive process was repeated for the final blue star.

it's supposed to be simulating light, so where all the colours overlap you get white areas.

#### Colour previews

This backdrop was nice enough, but to make it were more coloured the Custom control than control change option was used from the Colour menu. This allows you to after the colours by drawing a freehand curve within the box through the pops up. Alternatively you can set the mode to Line-based or Spline-based and make a smoother curve by adding and sujesting that the preview window isn't much use here. Unless the control panel screen is used up with the preview window isn't much use here.



a varied and colourful palette, there are not enough colours to give a reasonable impression of how the colour change will affect the image. You can improve this by altering the Choose Screen Mode selection from the Prefs panel, but you still may need to flesh out the palette with a range of colours mixed

Adding movement

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Making the text was fairly simple. Once the text had been entered and loaded from the text/font section it was pasted onto a spare buffer screen, then processed with the Liquid effect from the Distort menu. In this case, only a subtle distortion was required to keep the text legible but still imply some movement. The number of waves was set to three with a scaling of 20 (this defines the amount of deviation in the waves). The waves

themselves are generated by a 'random seed' which can be changed by clicking the Randomise button. If you don't like the first set of waves you get randomise the seed and take another

preview. When you've

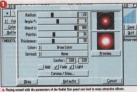
be applied to the picture or the brush, depending on which is selected in the area box on the main control panel.

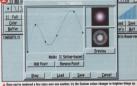
The next process was to add yet more mellow movement to the text with the Motion Blur option from the Convolve menu. The preview window is misleading for this one, as it doesn't scale the blur length when it generates the thumbnail, making it look as

got one that looks right select Okay and it will if your image will be blurred much more

than it actually will. This text was blurred with a Length setting of 40 pixels. Finally the text was jazzed up by picking it up as a brush (with auto-background detection turned on) and then passed through the False Colour process. This was then pasted onto the previously prepared backdrop to form the final image.

Tony Horgan







A Try altering the random seed value and rendering a proview until you get a satisfactory set of waves.



A The motion blar preview is one of those items which can give mi

# **Wired World**

15

Pretty pictures on web sites are great but it's annoying if they take a long time to download. Here's how you can get around this problem.



here's a few techniques
which when coupled with
the excellent array of
commercial and shareware
graphics manipulation
packages the Amiga has, will pay
dividends on your WWW site. For
this tutorial well be looking at
some examples of these and what
site look good without of using up
site look good without of using up
too much memory or wasting time.

too much memory or wasting time. Image Studio is one example of an extremely useful package. The most attractive thing about Image Studio is that it has a GIF 89a saver built-in. This is the format, required to create essential transparent GIFs. Image Studio can be found on last month's CUCO3 in the graphics' drawer or on the Aminet (path grixconx).

Aminet (path gfx/conv.)
Unregistered the maximum image size you can use is limited but it's still enough for most applications. Remember, if you use it often you should register though.

Any package which his reasonable colour reduction and scaling functions will be useful for oreating pictures for Web sites. On the commercial side of things Personal Paint 6 is especially powerful. There's also a GIF IO module for Pfaint available on Aminet which enables you to save out transparent GIF 98as.

#### Small is best

The general rule for using images in HTML documents is to keep them as small as possible. It's a simple formula which dictates that images with less colours use less space and therefore take less time to download. Another side effect is that images with less colours are more likely to look correct on Amiga browsers running on screens with less colours than the images in the browser, A good rule of thumb is using 32 or 64 colours. for GIFs where possible. Remember NOT to dither the image when recolouring; while this looks great in the package you're working on, a browser fights for 'pens' to display the image and the dithered patterns stand out and look extremely ualy.

Transparent GIFs require one colour from the palette across all of the parts of the picture

Form Williams Annual State of State of

A Here's a picture prepared to save out as a transparent GIF83a in Image Stadis. The bright green colour was chosen not to interfere with the edges of the image and it wen't be seen in a browser.

which is to be transparent. The easiest way of design this to se transparent, and the easiest way of design this is to result and click on or remain. Color of would be a good idea to on remain. Color of would be a good idea to make the color of the col

#### **New techniques**

Last month, we looked at uning picture as image linkt to other HTML documents. This words very well for many applications except where you may want to make your pages look specifications of the picture of your entire paphics front end containing many buttons or pictures of their own. Herefuelly buttons or pictures of their own. Herefuelly was that clicking on any past of the picture would send you to the same document. Maps appeared as a HTML 3.0 draft and this has now been nearly universally accepted by browser authors. What these do is actually read off the position of the mouse where it clicks in an image. The values aire normally then sent to a special service residing on the WWW server which decides, base on the mouse xy positions, which

That was until so-called Image

HTML document to go to.

This is fairly popular on the Web at the moment but it has been superseded by an even better method which ban be used by anyone without access to the 'Gal binaries' which are necessary for Image Maps. This new Image Map technique is called Client Side Image Maps or CSIMs. Both Voyager

and with a little bit of work you can create spectagular web pages. What's more, CSMs are more efficient since only one picture will have to be downloaded and no additional talking to the WMN server is necessary to figure-out which page to ask for next. Presuming that we have a bank of buttons in a single picture, we activate the CSIM with an IMG tag like so:

<IMG SRC="buttons.gif"

Next we need to define the map with the <MAP> tag which describes the regions inside the picture. The NAME attribute in the MAP tag should match with the value in USEMAP except without the '#'. When the image map is clicked on, if the mouse matches one of the regions, it will go to the named HBEF statements.

Here's an example to go with the above

<MAP NAME="buttonmap">

<AREA SHAPE="RECT"
COORDS="0,0,99,49"
HREF="button a.html" ALT="This is
Button A">

<AREA SHAPE="RECT"
COORDS="100,0,199,49"



Contacts

Free (sade)

A image Hips: can be used to great effect by creating bettern within your own graphic image as seen here as REdet's size.

HREF="button\_b.html" ALT="This is

Button B">

</MAP>

use

The attributes in the AREA tag need a little more explanation. The SHAPE attribute defines the particular type of region, there are

#### Get in shape Here's a more in-depth description of the three SHAPE commands:

of the three SHAPE commands;

Rect - The most simple and most

common AREA attribute. The Coordinates simply needed to be given in x1,y1,x2,y2 where x1 and y1 are the top left coordinates and x2,y2 are the bottom right.

Circle - Coordinates are given as centre x, a centre y and radius. If we wanted to define a circle of radius 10 (20 pixels across) in the middle of a 100 x 100 image, we'd use COORDS="49.49, 10". Unfortunately, Browse doesn't support this SHAPE so it's probably best to settle for a RECT instead.

Polygon - This is a complex shape which can have any number of pairs of x,y coordinates;

xyy,1x2,y2,...x20,y20 etc. This is like using the polygon tool in a paint package, you can draw around an image precisely. The region is closed no matter if the last pair are different from the first. A simple example is a triangle which could be COODS= 20,20,30,40, for the COODS= 20,20,30,40,40. This COODS= 20,20,30,40,40. This COOPSE 20,20,30,40,40. This complex SHAPF function. boxout below for more in-depth description of these). The COORDs attribute specifies the xy locations of the shapes. The exact format depends on whether you are using RECT, CIRCLE or POLYGON. The top left pixel is 0.0 so that if you were to define an entire area of a 100 x 100 rectangle it would be 0.0,93.93. The HREF attribute specifies the URL of the HRML docu-

top left pixel is 0,0 so that if you were to define on entire area of a 100 x 100 rectangle it would be 0,0,999. The left entire lesson in the left of the left of

useful again with text based browsers (if anyone still uses such things) since they'll get no links pr text unless the ALT attributes are inserted.

You may like to even define areas that don't do anything but would simply display the ALT string. In this case, the NOHREF tag can be used instead of HREF. You could move the mouse over a tiny signature on the bottom right and see the author's name at the bottom of the

browser for example. A tip for the creation of CSIMs is to open your text editor on a paint package using a pupilis careen, if your paint package shows the coordinates in the menu bar as you move around the pitcher, it should be easy to fpick the right values to type into your ≤MAP≥ tag on the same screen. Another tip is to use the Fix To Grif function of a paint package so that every coordinate is a multiple of five pixels or.

so. You can also paint boxes around the buttons etc and then simply move the mouse to them later to read of the coordinates. Make sure you don't save the image with the boxes drawn on it like shown here!

#### A bit of support

Finally, to cater for users of browsers which do not support CSIMs, the easiest thing to do is to create a row of text buttons underneath the image. You can also make those browsers go off to a page if they click anywhere on the CSIM picture. Here's a complete example;

<A HREF="CrapBrowser.html"><IMG
SRC="ImageMap.gif" USEMAP="#buttonmap"></A> <MAP>

<A HREF="buta.html">Button A</A> | <A
HREF="butb.html">Button B</A>

Here all browsers will see the image map. If the image map is clicked no by a browser that doesn't support CSIM, they'll be sent to CrapBrowsershim!. Or the user of that browser can click on the text links underenth. Just recently, an Areox Script for ImageFX 2.0+ to create CSIMs appeared on Aminet, check it up in the path gri/coni/, MakelmageMap.Iha.

Now you know all you need to know to make an amazing front end for your web pages so why hot combine transparent GIFs and CSIMS? Or raytrace some buttons backdrops with a lens-flare or two? The sky's the limit so until next time ...



A Here's librowse with an example CSIM complete with source underneath. Here I've left red baxes around the invisible regions



Supply and Demand That ancient edict has dictated global economies since the beginning of civilisation. Unfortunately it stops short where some Amiga Comms Software is concerned. Yes it's reached as far as Web News clients, Many are happy with Thor there's still great demand for a small, dedicated easy-to-use news package somewhat similar to YAM for E-mail. This is why so many people held high hopes for though, MNews 1.0 proved that it really is possible to write an buggy than Windoze. :-/ wouldn't run it but the package like it, many are downloading it anyway, But wait! There is an alternative: our old friend Olli Wagner has come to the rescue (again) by porting his MicroDot News 'and' E-mail package to MUI and released as MicroDot-II. So don't despair net heads,

# Surf's up!

A new version of AWeb, more about the CU Amiga Magazine mailing list and supply finally meets demand for a News slurger ...



#### BlitterSoft does AWeb-II

BlitterSoft announced they are now selling the AWeb-II bundle from AmiTrix Developments. The MUI-less AWeb-II browser itself now supports background images, background/text/link colours, image borders, centring and limited frame support. It's bundled with the HTML Heaven 2.0 HTML/WWW development package which now also has supnort for HTML 3.2 tags. Also included is the brilliant FTPMount. which allows you to mount an FTP: device to access FTP sites via Workbench, CLI, a directory utility and obviously AWeb-II itself. AWeb-II uses HTTX to save out HTML pages as text and a free update to AWeb-II is planned at a later stage. Retailing for £39.95, call BlitterSoft on 01908 261477 or check out their URL on http://www.blittersoft.co.uk for more details. Look out for a full review in the next issue of CU Amiga Magazine.

#### Tao of Datatypes

Amiga Web browsers and such forth rely on So 3.0 Statsynes system heavily, which means most Amiga owners need to install a variety of datatypes to handle various image, animation and audio formats. It now turns out there's a Web site called Tao of Datatypes created by Jonathan Gapen. This site is at all evallable Datatypes including information. Gapen this site is at all evallable datatypes end to the individual datatypes themselves. What's more, it provides handy links to

the Aminet to download them, making it a One Stop Datatype Shop. Drop in and check it out for yourself at http://www.execpc.com/~innuendo/amiga/os/datatypes

#### Pure Amiga Expands.

The Pare Arriga WWW resource folks are looking for writers and GFX arists to help build upon the state yet further. They have just opened the "Pure Arriga Review Library which is a growing collection of reviews of Arriga related the products on the site have never been reviewed before. To see what all the fusi is about visit Puro Arriga at http://www.netlink.co.uk/iusers/Puro-Arriga/

If you're interested in helping out on the site, contact Russell Lewis on Rus@fardon.demon.co.uk or Phone +44 (01582) 614298 for more details.

AmigaFCI list grows a FAQ The AmigaFCI mailing list has matured into an excellent support base for users of the CU Amiga/InternetFCI deal, However questions have already been answered and so the business of creating an FAQ file to be regularly posted has been undertaken. If you're using InternetFCI and you're not on the list, mail listserv@cu-amiga.co.uk with 'subscribe amigafci' in the body right away. Anyone else wishing to contribute to the FAQ should mail mat@cu-amiga.co.uk. Support FAQs/Bibles on other software are available on the FTP site at ftp.cu-amiga.co.uk/users/ cu-amiga/internetfci/

Incidentally, this directory is also used for readers contributions to



▲ Cliver Wagner's MicroDet II will make News slarping so much easier and faster.

Premier Mail Order

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# **Masterclass**



All is not what it seems. Behind the 'Show All Files' option lies a hidden world of Workbench files ...

ve already examined the majority of Workbench's visible icons, now we'll take a look at those 'hidden' files which don't have icons So how do we seek out these mysterious files? First to find them you've got get down to Shell level or use the 'Show All Files' Workhench menu option. A program such as Directory Opus is very useful when it comes to exploring Workbench like this, as it allows you to move from direccontents with only one or two clicks of the mouse. So let's see what we come up with

#### C you see me



First: the C directory. This is very important, as it is where all the AmigaDOS commands hang out. Most of the commands you can type at the Shell are really unique programs and this is where they are stored. So, if you open a Shell window and enter

cd c:

default directory to the C directory. You can then type:

dir

to see a list of all the files present. On older Workbench systems, the command 'cd' was stored in this directory. Newer versions of

the operating system, as used in Amiga 1200s for example, have this command and others built commands are referred to as 'resident'. You can get a list of these shell and entering:

#### resident

This command will return a list of the built-in commands. It's also possible to temporarily make other commands resident too. You do this by including their full path and name after the command, like this:

#### resident colist

Except this won't work and will return an error message because the List command isn't totally 'Pure'. Yes, another complication. A Pure command is defined as one which is re-entrant and reexecutable: in other words, it can be used again and again and several times at once without going wrong. In Workbench 3 almost all

the commands which are Pure have already been made resident. You can check by using the for the 'p' flag appearing next to any filenames. However, you can force a command to be made



resident. In most cases this won't be a dangerous thing, but be aware of the potential for crashing if you multitask or run critical software: such as a bulletin board for example.

To force a command to

become resident, no matter what, use the Pure option, like this:

resident c:list pure

This makes a command resident and states that you are

Workbench: C> resident list

▲ The search is on for those Pure commands which can be used again and again.

#### cd ram: c:dir

However, a full path to the command is not needed, so this will work just as well:

#### cd ram: dir

A special command called 'Path' makes this possible. If you look in the startup-sequence, you'll spot the rather heavy duty line:

#### Path >NIL: RAM: C: SYS:Utilities SYS:Rexxc SYS:System S: SYS:Prefs SYS:WBStartup SYS:Tools SYS:Tools/Commodities

This command sets up the paths which the operating system follows when it encounters a command. When you enter an instruction such as 'dir', the operating system first looks in the current directory (this is the default action). It then looks in 'RAM:' then 'C:' then 'sys:utilities' and so on. Before you ask, the Path command itself is a resident command

and so it doesn't matter where it is stored!

#### S xpress prepared to risk the consequences whatever they may be.

But why make a command resident in the first place? Speed Operating System doesn't need to spend most of the time tracking down the commands.

A good example is the startupsequence. This script even forces

#### speed. Look out for the line: Resident >NIL: C:Assign DITTO

and check to see why the command doesn't remain resident after the script has ended. Resident commands also take up less memory than commands held, for example, in the RAM disk. No matter how many times the command is executed only one instance of it is used at a time.

Here's a neat little trick. As resident needs the full path to a command, you can make use of the 'which' command to discover it. You can combine the 'which' command with the resident operating using the 'tick' (press the ordinary 'key whilst holding down ALT) to get something like this:

#### resident 'which list' pure

When you switch off the Amiga, the resident commands which you've created will be lost.

#### The S directory is where Scripts

are kept, or at least that was the original intention. It's where you will find the startup-sequence file and the user-startup script.



However, after many years of use, my Amiga has amassed a staggering collection of junk in this directory as many programs have kindly installed useful scripts here for me

For example, The Art Department has left many files here (mostly in the form of ARexx programs) and so have Spot. Mosaic and Cygnus Ed. Scripts don't take up a great deal of space, and so on a hard drive system there is little to be gained by deleting them. You never know - some day they might be needed.

A script is simply a text file containing AmigaDOS commands You can write your own script using an text editor, including Ed the standard AmigaDOS editor. Simply add a list of the com-

mands you wish to be used. Using the script can be done in two ways. First of all you can either use the 'execute'

Filename Filesize

#### Flags

▲ When you use the List command you can call up and keep an eye on the flags associated with each file

#### AmigaDOS command like this:

#### execute simy-script

Or you can alter one of the file's flags (special switches to tell the OS how to deal with the file - like 'Pure' for example) to define it as a script. If it's defined as a script, you only need to enter the name by itself, like this

#### my-script

Here is how you would alter the flag to make an ordinary text file into a script:

#### protect s:my-script +S An ARexx script is slightly dif-

ferent in that it cannot be executed with the Execute command. It's not a list of AmigaDOS commands, but a program written in the ARexx language (see previous Masterclass tutorials). Using List you can check on

the various flags associated with each file. You will might have less files than I have: you probably take more care to keep your hard disk tidy than I dol

#### Lib labs The libs drawer is the default

location for any Amiga libraries. A library in this sense is a file which



contains various sub-routines. By storing the routines in a library, they are available to other programs and other multitasking

copies of the same program. Even the libs drawer of a new Amiga will contain a selection of libraries, including maths routines and ARexx code. After a while the directory will be stuffed with libraries as program after program

adds its own routines to the list. If you have deleted an unwant ed application, have a quick look here to see if it has left a library. Before you delete it for good, rename it and check if any other programs are making use of it. Case closed. The mystery of

the hidden files is solved. John Kennedy

# FAQ

#### **Frequently Asked Questions**

Why buy a PC or a Mac when you can get the software to run on your Amiga? It's true. Here's all you need to know ...

#### Q. How do I run PC software on my Amiga?

■ A. First make sure you really need to run PC software and not plust access data which originated word processors, spreadsheets and image processing programs which can deal with data stored in typical "PC format". It can read double-density floppy disks in MS—DOS format using CrossDOS and larger flies can be swopped with removable media or sential links.

#### Q. No, I really need to run PC software.

■ A. OK, grumpy. In that case you need a PC emulator. This is a program which allows the Amiga to run software designed to run on Intel and compatible processors. There are two: PC Task (about to be released in version 4) and EmplantPC. They are both software emulators, hardware ones are no longer viable.

#### Q. And Windows?

■ A. Yes, PC Task can run Windows, Version 3 will run Windows 1. and earlier incarnations, version 4 is promised to emulate 486 processors and so will run Windows 95. Don't expect Windows to run very fast though: software emulators are much better with DOS based software.

#### ■ Q. And PC hardware?

A. PC Task will support most

CD-ROM drives. In an A1200 there is no very to fit PC hardthere is no very to fit PC hardware, although if you have an A2000, A2000 or A4000 a piece of hardware called the GoldenGate II card will allow some PC hardware to be connected. Supported hardware includes network cards and II/O cards with serial, parallel and II/O cards with serial, parallel and IDC interfaces. Sound and video cards are not supported.

#### Q. And PC games?

■ A. Don't expect to be able to play any recent games. You might be able to get them to load but they will run so slowly as to be unplayable. Even Wolfenstein 3D, the great grandfather of PC games, is too slow on an 68040 WarpEngine A4000.

#### Q. Why is it so slow?

E.A. It's slove because the emulsion is software based. The PC software is running on two levels: first of all, it's executing its own-instructions but it's also running on too pot a program which emulsites the PC processor and hardware. Emulstors such as PC Task are. Emulstors such as PC Task excellent way to use PC software, but it's not a cheap way to get a Pentlum based computer. We hope to have a review of PC Task release 4 next month.

#### Q. What about the Siamese system then?

A. It's not really an emulator.

It's an Amiga linked to a real, live PC in a separate box. The Amiga and the PC share the same SCSI hard drive, keyboard, mouse and monitor. The Amiga is able to trigger programs running on the PC side and so it can appear that the Amiga is running PC software.

#### ■ Q. What about Apple software on my Amiga?

■ A. Again, check to see if you only need to access the data rather than run original Apple applications. The Apple can save to MSDOS format disks which the Amiga can read. There is also Amiga software available to let it read Apple-format floppy and hard can be appled to the second that the second t

#### Q. No, I told you, I must run Apple software.

A. You need an emulator. There are two good ones: gram) and Emplant (a commercial product). ShapeShifter is software only, Emplant is a software/hardware combination. The hardware side of Emplant is a Zorro card which offers Apple-standard interfaces such as SCSI and networking (AppleTalk) Recently it was announced that Emplant was also to be released in software-only form for A1200 and maybe other Amiga models. Both emulations require that you have a suitable ROM image, as this has the core Apple operating system software.

#### Q. Where can I get the ROM image?

■ A. The ROM image is copyright Apple, so legally you must own the ROM in order to have the image. Normally this means owning an Apple computer and it's a relatively straightforward task to

copy the ROM from a real Apple onto floppy for the Amiga to load. Owining an Apple in order to emulate an Apple is a bit daft so many people buy the ROMs by themselves – the Emplant hardware can make use of themselves in the assign apple ROMs by themselves int easy. BitterSoft, distributions of Emplant, should be able to help you track them down. That said, many people obtain the image via electronic networks such as the Intervention of Emplant and such as the Intervention of Emplant and Intervention

#### Q. As for Mac games?

R.A. As the Apple Mec (non-PowerPC based Apples, that is) soc, Apple enutions run Miac games at about the same speed as genuine Apples. The main bottlenecks are disk access and graphics speed. If you provide the emulation with an entire disk partition this speeds up access and graphics are of the properties of speed to the properties of speeds and the properties of properties are apple to a properties of properties and properties are properties. The properties are properties are properties are properties and properties are properties and properties are properties and properties are properties are properties and properties are properties pr

#### Q. And Mac hardware?

■ A. The Emplant emulation hadware includes a SCSI interface and AppleTalk adaptors. It's the best way to use Apple hardware. All emulators can also make use of any Amiga SCSI interfaces which means hard drives and CD-ROM drives can be used.

#### Q. What other computers can I emulate?

■ A. There are emulators for the ZXSpectrum, Amstrad CPC and Commodore84 available amongst others. Most people use them to play old games. ■ John Kennedy

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Ah, ves what we have here is a classic case of problema solvous easyus. Let's get the patient to theatre now.



Please carry on doctor. I'm just off to get one of those lovely nurses in the tight uniforms to assist me ...

#### **Digital movies**



with a 68000 processor. I'm thinking of buying an Amiga 1200 with and a CD-ROM. I would like to know what the requirements are to watch the digital movies that Though I've heard that the Amiga cannot do this. Is this true? If yes, what are you going to do to get them on to the Amiga?

Adam Lowton, Cape Town. South Africa.

You need extra hardware to view divital movies stored on the CD-ROMs. On the CD32 this hardware was provided by the FMV expansion card. However, no one has yet come up with a way of providing this extra hardware capacity for Amiga 1200 CD drives. Several developers are working on it though and honefully something will come along soon. One such example is HiSoft's forthcoming Squirrel MPEG. As to why we haven't done anything, CU Amiga is a magazine not the manufacturer, although we can - with your help - put pressure on manufacturers (like our campaign to convince VIScorp to produce the Amiga again) but we can do little more.

#### **Better graphics** am on the verge



put. I have an Amiga 500, a Canon Bubble Jet printer and a Scanner, However, I am getting fed up with all the little squares that I get when I am printing large pictures. It looks incredibly naff especially when you compare it to what PCs can produce. But before I start looking for a PC, is there any software that can produce output on the Amiga like TrueType fonts on PCs? At the moment I can only use five UNSCALABLE fonts on my printer, please help me!

#### Kevin Tasker, Cheam.

The problem you have is twofold. Firstly, the graphics files you are printing are suffering from squares because the resolution they are created in isn't high enough. When they are printed at a larger size they have to be stretched, with each dot in the picture covering more space than it was intended to, thus the result is very blocky looking. The way around this is to work on pictures that have a higher resolution, for which you'll need more complex software, something like Photogenics or ImageFX.

As for the second problem regarding fonts, this isn't the fault of your Amiga but one of age Modern Amiga's, like modern PCs, support scalable fonts and will print such fonts just as good as any PC can manage. With an updated Amiga and correct software you can even use PC True Type fonts. However, the Amiga 500 was released before scalable fonts were developed and as such it can't handle them, or if it does they're very, very slow, just as a 10 year old PC would be unable to handle them.

If you want scalable fonts or if you want to run the two graphics applications mentioned earlier get an A1200. If you do, you'll probably want to check out Magic Publisher CD-Rom which contains loads of scalable fonts in Postscript and True Type formats (GTI tel: 49 6171 85937) or the WS Fonts CD (Active Software 01325 352260).

#### Be my slave



over two years I

through all my old mags I cannot Please help! I recently upgraded my A1200 with a 40Mh hard drive to a 350Mb hard drive. I would like to know if it is possible to can download some of the information on it. I am sure I cannot be the only person that would like this information, so I hope you can help

#### P. V. Brown Seaford, Fast Sussex

Hmmm. I'm sure we've covered this before but the customer is always right so here goes.

Hard drives in the Amiga 1200 are connected using what's known as an IDE interface and this allows two drives to be attached at once. You should find some tiny switches or jumper settings on the drives with instructions on the settings to make them the master and slave drives - a way of telling the units which is the first and second drive to be used by the trusty Amiga.

Now get hold of an IDE cable with two connectors on it (most hardware advertisers in CU Amiga Magazine should be able to help you out). Set your old drive to be the

slave, connect them both up and you'll be able to copy files across to your heart's content In practice it still may not work, it's very dependant on the types of drives involved and whether you can find the right iumpers and what they need to be changed to.

#### Late starter



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Rather late in life I have acquired my first computer, an Amiga A500+ with a 40Mh hard

drive. Its internal workings are a complete mystery to me but generally speaking I find it relatively easy to use It seems impossible to find anyone to supply information locally and as I have bought a colour printer, I would like to use my Amiga for producing more interesting and programs, newsletters etc.

I need up-to-date paint, DTP and word processing programs but without advice I don't know which to buy. Can you help? Brief information on clip art would also be helpful. Like, what is it?!

#### Sylvia Lintott, Nailsea, North Somerset

Welcome to the Amiga and don't worry about your age, we all have to start sometime. As for which programs to get, this really depends upon what you want to do and how much you're willing to fork out. However, there are a few good general programs that you can start off with

For a good word processor with the ability to include pictures in documents take a look at Final Copy II (Softwood Publishing 01773 521606). To create and tamper with pictures check out XiPaint (First Computer 0113 231944)

As for clip art these are collections of ready drawn and painted pictures that you can use in your documents. Keep your eye on our PD Utilities section for regular reviews of clip art disks.

#### Web pictures Thanks for pro-



great magazine are really good

and I've been following them to create my own web pages. However, I'm having problems getting pictures into my web documents. Can you suggest what's going wrong,. I'm using the tag < Img picture.name > but nothing appears when I try the

pages out. Lastly, have you any tips for creating good web pages? Mine don't look anywhere near as good as yours.

#### Tina Simon, Shepshed,

Ah, a little crawling will get you everywhere. Your image problem is very simple - the HTML tag you are using requires that the so-called attribute 'SRC' sets the nath of the picture. An entire example would be something like <IMG SRC="picture name">.

As for creating good web pages: keen the graphics nictures small in terms of size - no one wants to wait ages while pictures download. Also, clearly identify what is a link and what's an illustration, keep the amount of text reasonable (who wants to read loads of text on a monitor?) and remember to keep the web page to 256 colours visible on a 640 v480 resolution - this being the screen size the majority of web users will see your nage in.

Finally, some 30 per cent of surfers turn off the eraphics viewing canability in their browsers to save download time so use the ALT attribute to tell them what the pictures are.

This and much more is covered in the Wired World tutorials so be sure to stay tuned.

#### Which upgrade?



I am writing to ask your advice on purchasing a new Amiga. At the moment I own a 1Mb A500 with Workbench 1.3 and I am in dire

need to upgrade. Should I go for a second-hand A1200 and upgrade it with a hard drive CD-BOM, tower unit and Power PC upgrade board (which

phase 5 are said to release), or should I wait until the next generation Amiga is released? Which one would work out

cheaper, and which would be the most powerful (in your opinion)? I don't want the Amiga to flounder, and for me to end up worse off (in technology terms) so I would like you to point me in the

#### right direction. Robin Savage, Lincoln.

Until any new Amiga compatibles appear, a second hand (good condition) A1200 is a good option at the moment for the best power and price combination (possibly one that already has a RAM and accelerator

#### Readers corner



I wanted to answer the OBA letter from Tim Graver of Suffolk (August '96) about Amiga emulation on a PC A software emulator has been developed, running Workbench 1.3 called. It is software only and allows for hard disk files, Amiga floppies must be converted to a file which is readable on a PC.

Amiga disks are not directly readable by a PC. It ran at a reason able speed on a Pentium 120. The emulator can be found in comp.sys.amiga.emulations on usenet. As for me I'll keep my Amiga and emulate them both! Also, I have an A-Max web site to put over here. Do you know anyone who would house it?

#### Reginald Cross, RAF, Lakenheath

#### A second letter In response to Tim Gravers' letter regarding Amiga



emulation on the PC you said that this was impossible and that none exist. This is not true. We sell an emulator for this very purpose. It is on a CD called "Emulators Unlimited" which contains many emulators for both the PC and the Amiga including one for the PC that emulates an Amiga. This CD is priced at £18.95

and is a stock item

#### First Computer Centre, tel: 0113 231944.

OK, fair and square, we missed this one - hey we can't be perfect! There is indeed an Amiga emulator for PCs available from various news groups or First Computer Centre if you don't have Internet access. It's called UAE, originally standing for Unusable Amiga Emulator (as it was too slow) later changing to Unix Amiga Emulator (it was originally written for Unix computers). As Reginald points out it's not directly compatible with Amiga disks so you'll need to convert software over to PC floppies first. In practice the UAE is too slow to be of much more than a toy even on the 100+ Mhz Pentium PCs. Next month we should some more details on it if we see how well

the Amiga emulates a PC with PC Task 486 and how well a PC emulates

upgrade card). You can then take your pick from the many expansion options, of which the towers are generally the best if you want to add a range of extras to the machine.

you help? Monitor mad P. D. Hopwood. Torpoint, Cornwall. bought a Hyundai

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What you need is a Amiga to VGA monitor cable and the friendly guys at First Computer will he able to sort you one out pretty sharpish, just give them a call on 0113 231944.

### Send your O&A problems to ... You can send your technical problems [or answers – Ed] to CU Amiga by the following means: By letter to O&A. CU Amiga, Priory Court. 30-32 Farringdon La

### **Points of view**

The Killing Disk



66 Some would say it was lucky that my editor disk was damaged ... cynics might even invent a conspiracy theory.

#### By Alan Dykes

Alan Dykes is CU Amiga Magazine's Editor and onjoys a

I really like Team 17, the company has been good for the Amiga, there are a lot of people of integrity and talent working there and they're not scared of some light effeathment in The Commercial (the pub up the road after a gaine or 12 of Worms. Most of all though, they've produced some top quality Arnigs software which most of you, and certainly I have enjoyed. So it was all the more disappointing to find out that at their proudest moment, when they had finally finished the most advanced game of its kind on Arnigs, they messed up big time.

As some of you will aiready have found out there was a problem with the editor dals for The Killing Grounds. Game spotters may have found it a little odd that I didn't mention the editor in your viewle was month, after all it is packaged and sold with the game. But the book, final copy sent to me had a damaged editor disk; the sidned was bent and the disk was unneadable. So i veroit the relia was unneadable. So i veroit the review this month, and the review this month of the property of the situation in a separate review this month.

However, when I asked for another disk I was told that it would be difficult, because, well, it didn't work. This was confirmed when, in the following days, a multitude of phone calls came in and the IRCs began buzzing with news that people who had bought the game could not get the editor to even load. Some minist say it was

Judy for Term 17 this my editor disk vised carriaged —If I had found out while review-ing the game that the final, shop bound version of the software was useless, I would have version of the software was useless, I would have versions gritter entered a conspilatory commanded that into the socretical control of the software version v

That's not the point though. Having That's not the point though. Having before the wear the size of the box they decided to get it working before it went on sale. I'm not sure who's responsible for OC on master disks but they must have been on the been in The Commercial when they should have been dring their job for this to happen. Team 17's reputation as a supplier of quality softwer has taken a dent.

I believe Martyn Brown blew his top when he heard about this, and rightly so. There will be a patch to fix the problem available from Team 17 soon, but it's going to take perfect production of Andy Davidson's Worms AGA to fully restore faith.

#### Up in smoke



By Tony Horgan

I Teey Hargas is CB Amiga
Magazier's Technical Editor
time ago from someone who wanted

66 If the 'cheap' mentality of some users infiltrates the Amiga scene much more it could all go up in smoke ... to get set up for World Wide Web access from his Amiga. Fine, I thought, and directed the caller to our July '96 issue which came with a book all about the subject, some starter software and an offer of a free trial period from an Internet service provider problem solved, it would seem, and all for the price of a back issue. Wrong. You see the asking price of £5.99 (including p+p) was apparently too high for such a package, even though it was a complete solution to the caller's needs. Perhaps the caller was on low income or otherwise financially under andowed? Not likely as it was dropped into the conversation that a Playstation and a Sega Saturn had been recent purchases.

Another complaint came from a reader being conned by September's cover mounted CD-ROM. Not content with 540Mb of quality software, including a fully functioning critically acclaimed commercial graphics package (ysta Lits 3.0), they claimed that the two audio tracks on the CD were fillers. The first is a combined showcase and contest prize for the best music module sent in from the readership (Tune of the Month on a CD). demonstration of the lead review product from that issue, the entirely innovative OctaMED SoundStudio. Why do people react like this? I'm sorry but nothing is absolutely free and we have got to try to keep everybody happy there were many who loved the audio tracks and putting them on was certainly more innovative than what we could have put on. How much money would you normally pay for an Amiga CD? How much money would you normally pay for a book on internet access? Some people should recognise good value when they see it.

Fortunately there are plenty of Amiga users willing to put their money where their mouth is – and they don't have to spend much after all. Without them the Amiga market would not have survived the last two years, and I am very grateful for that.

But if the 'cheap' mentality of some users infiltrates the Amiga scene much more it could all go up in smoke faster than you think.

#### The changing face of Amiga

#### By Alan Bunker

Inevitably my recent articles on the Amiga scene throughout Europe provoked a large response. While some praised the work, comments and opinions, others were somewhat upset at the apparent findings, even critical of the lack of full-blown investigative work saving, therefore, that any comments were not particularly

fair or reflective of the bigger picture Firstly, let me lay to rest the latter opinion. Unfortunately, although I would be quite happy to write the whole magazine for Mr Dykes and in turn send my Bank Manager into early retirement, I was only allocated a small proportion of CLI Amina in which to explore the breadth of the Furonean continent And rightly so for CU has a lot more to offer than just

However, this in itself is limiting so I took the decision to chat to one or two informed Amiga users in each of the major territories (mainly competent Amiga journalists) for a detailed. honest oninion. Whether or not you liked what they said is really not my problem but I think they would know

their own market much better than most don't you?

The face of the Amiga is rapidly changing - games development is almost at a standstill in complete contrast to five years ago. On the other hand, the strength of the machine as far as serious applications no remains solid. I had the pleasure of working for two years at Team17 Software, leaving in November 1995. And I can tell you that even though Team 17 are winding down Amiga software development, they still use Amiga hardware and software to produce fantastic rendered FMV sequences for use in their PC and next-gen console titles. Of course.

they are not alone in this. The point being that the Amiga was once the only decent games machine. But while we were husy playing the likes of Kick Off. Project-X and Syndicate, there were three things happening which would reshape the face of

One - the mighty US of A was busy installing PCs into every home and

66 [The Amiga's] place in the world is now that of a high spec, specialist computer suitable for serious applications.

Two - the mighty Japanese were developing chean but powerful 16-bit and 32-bit games consoles. Three - the not so mighty

development died As a result, you have to accept two things: One - the Amiga has a much diminished place as a games machine. Two - its place in the world is now that of a high spec, specialist computer suitable for serious applica tions and the more serious end of the market. The face of the Amiga has changed but not necessarily for the worst. So deal with it, and get the most out of it. This was the underlying message in the Euro articles but as usual, a number of people have latched onto the negative comments and connotations because doom and gloom is much more easier to maintain than happiness and optimism

Man Bunker is a freeland journalist and enstwhile PR manager of Team 17 Softwa

#### To be A1200 or not to be ...



#### by Lisa Collins

Tomer Homer's points of view in September's issue has whipped up a storm of protest from some software companies. This month in the course of researching a new series on where to get Amiga software, a variety of software companies had a few things to say about Tom's declaration that "If software houses continue to write games for the A500 we will get nowhere and stay there." Some of the responses to this were not printable but the gist of the argument ran that companies such as Alternative and Guildhall Leisure cannot afford to stop producing all Amiga games and move onto AGA only versions because the A500 versions of their games far outsell AGA only versions. It's a catch 22 situation for companies who are experiencing this. Do they reduce the quality of their games drastically so that they run on all Amigas or indeed do they avoid games at all that won't run on all Amigas altogether?

Getting games to run on all Amigas with 1Mb is a difficult process and the more advanced the game the less likely it will appear at all if it has to run on all Amigas. Alternative's Pro Rugby game looks great so far on the PC but it may never make it to the Amiga if it cannot be ported across to run on all Amigas without losing the essence of the game. They feel it just isn't commercial

ly viable to produce an AGA only veracross to. Alternative are not making this decision on a whim, they've looked at sales figures and have seen that when they produced a game, Tracksuit Manager, for example the A500 version of the game has far outsold the A1200 version. Guildhall Leisure have also

experienced the same phenomena The explanation for all Amiga games outselling A1200 only versions is a bit of a mystery given that the majority of active Amiga owners now own an A1200. There are a few plausible explanations though. It could well be that A1200 owners buy the all Amiga version rather than wait on the AGA version to be released later. which is normally the case

Or it could be that some new capabilities of their new A1200 and err on the side of caution by choosing

6 Some new owners may be a bit unsure about the capabilities of their new Amiga and err on the side of caution.

an all Amigas version of a game work on their machine. It could also be that some companies such as Alternative and Guildhall could be selling to an area that is dominated

Whatever the reason, let's hope amongst all software houses There are lots of sales to be had from producing a top quality game that utilises the full capabilities of

Heaven help us if the makers of games such as Breed 3D decided not to produce their game because it wouldn't run on all Amigas. Where would be then?

Lisa Collins, is CU Amiga Magazine's Deputy Editor.

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# Backchat

Not to be left out, Spain puts their side of the Amiga story forward, Robert Wilson's letter causes a bulge in the response mailbag and our Save the Amiga campaign impresses the populous. Send your views to backchat now.

#### Here, here

I read the letter of the month in the July issue, from Barrie Pannington and for the most part I have to agree with him. Cover mounted soft-ware does keep the Amiga scene alive, it also encourages Amiga users to be creative and that can only be a good thing. Most of the software I have for rmy Amiga, are cover mounted disks from various Amiga magazina and if these software I have didn't appear and if these software packages didn't appear

left my Amiga long ago and bought a PC. Being in a part time, low income job, I can't afford to buy most of the serious software available and so cover mounting various software applications that can equal the best that PC software has to offer is a godsend.

Cover mounting games is also a brilliant idea and I applaud Mr Pennington on his wise comments. Maybe CU Arniga can cover mount the older classic software from years ago, like Chase HQ, Arkandid, Captian Blood and Crazy Cars. I can't see how releasing these games

on your disk at his time could possibly hurt the Amiga software industry.

Angle Schrick Problems vas scredent. It makes me realises hove high the Angle suserfan base is and what a huge amount of people sail remain loyal to the Angle — even after the oneslayful of PC and console said retains, and a suserfan and the sail remain loyal to the Angle sail remain loyal to the Angle said retains and the said said to the said to the

#### Christopher Neil Hindley, Flintshire.

#### Taking action For over 12 months I have been wondering if I

should upgrade my standard Amiga A1200.
And was a my standard amiga A1200.
And was a my shaly position, price, supportfaste, upgrading the Amiga market programmer of the programmer of the supportfaste familiarity with the Amiga, VIScorp could be the light at the end of the tunnel, loads of PD software and some new games appearing. In the end I dicided to stick with the Amiga after I looked at some PCs. I rang PC Power Computing and bought myself a Viger E0 with

In the end I decided to stick with the Amiga after I looked at some PCs. I rang PC Power Computing and bought myself a Viper BO with 8Mb and while I was on the phone I ordered a quad speed CD-ROM. So, for those out there like me, dort hestate any longer—go ahead The improvement in my system is phenomenal and the amount of software available to me is never ending. While you sit there and think, the Amiga could sink.

#### Graham Wood, Northwich.

Well done Graham, let's hope your inspiration to anyone out there who is thinking about upgrading.

#### Never been better

I ve been an Amiga fan now for about six years. I'm proud of my set up and will remain loyal to the computer that has enabled me to be so creative and has given me so much entertainment and pleasure throughout the years. I witnessed the sad demise of Commodore and I was falfly disappointed with Eacom. However, I was disappointed with Eacom. However, I was disappointed with the property of the Amiga. It was also the property of the Amiga. It was not to the Amiga of the Amiga. It was not to the Amiga of the Amiga. It was not to the Amiga of the Amiga. It was not to the Amiga of the Amiga of the Amiga of the Amiga. It was not to the Amiga of present.

#### Letter of the Month All pulling together

and the state of t

As europea, will be awere, we have had a long anxious well for the aforementioned game, but earlier this week those awfully nice chaps at Gont Harwoods ended my anxiety - AB3Dil-TKG was a reality, Well, was it worth the
walf? The game looks superfu (anylony) who saw the CU cover diket; I be
already have this). But on the first attempt. They are still trickly when you
know every nook and cramp of the foet. Whoever play tested these levels must
have been pretty good. The serie lighting effects and the music complement the
game perfectly to give one of the most. De not attempt to play this game if you
have a heart condition, there are plenty of moments that will scare the willies
out of you.

I, probably like averyone else who has the game, would like to start designing my own levels as soon as possible and with the least series of tutorials to show us how it's done? The on-line documentation, although seemingly thorough, is a bit hard to follow whereas your than the properties of the series of the series of the series of tutorials to show us how it's done? The whole of the series of the serie





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By GARY LARSON

The Shaolin School of Plumbino

and future capabilities and they will be committed to making the Amiga the ultimate in home entertainment. VIScorp's press conferences have been open and positive – my own confidence in the future of the Amiga has never been greater.

It doesn't take too much imagination to realise the potential of the set top box Amiga. Full world wide web service, multi-player net games, downloading of movies and games, video phoning and much more.

interest in talking to second party developers of the Amige exploring the possibilities of incorporating RISC processors or even the power PC-top). We Amigans can now look forward to a bright future with ViScorp which the power PC-top) was provided by the power PC-top). We amigans can now look forward to a bright future with ViScorp which believe will pave the way for a new era of home computing with the Amiga at the forefront where it believes.

#### Nigel Brook, Berkshire.

#### For the cause

being the first to actually do something about the situation with the Amiga rather than just complain about it like other magazines. I bought the August issue primarily for the letter to VIScorp. I would like you to see what I

wrote for further comments ... Escom's plans for the Amiga were to

replace the old custom chips with an off-theshell graphics board. While this would have some benefits may I say that following this route would take away the Amigs's ability to be so good at video, not to mention its excellent bitplane capabilities which incidentally now appear to be able to handle "Doom" clones very effectively. Notice how, I did not complain that it would

not be an Amiga any more, unlike many others. A computer is defined by how it works, not how many colours it can show at once, so as long as it has Workbench I'm happy.

However, it would be a shame to lose the

However, it would be a shame to lose the custom hardware which, at least, from a programmer's point of view makes it such a joy to use. If anyone feels like telling me that the Amige cannot to Doom Clores all that effectively, then may I remind them that a feet explicit of a feet of the and a graphice board to be a 1st, point and a graphice board to be a 1st, point of the and a graphice board to be a 1st, point of the and a graphice board to be a 1st, point of the and a graphice board to a 1st, point of the and a graphice board to a 1st, point of the and and a second of the and a

#### Adam Shailer, Kent.

#### Spain steps in

I am a bit amonyed with your regazine. I read the Euroscene feature in August 99 where at the end of the article you said that the reason Spain didnt appear was that the authorie to. Spain didnt appear was that the authorie to. Spain is not the poor country that you have in mind. We are not lazy or stupid, Spainish people are Europeans like all the others covered in the article and we have our right to asy as well as the others covered in the article. So we France, Cermany, Italy, Slovakiar Orband.

Anyway I don't want any apologies I just want to provide the information that you didn't get. Originally, in Spain, the Amiga didn't make a great impact but the benefits were enough to keep the Amiga going and in the space of two years it became the number one games and graphics machine. From 1992, however,

the PC became the more attractive option and the Amiga lost the battle. The demise of Commodore killed off the old Amiga in Spain with PD and demoscene software remaining as the only areas. After the Commodore takeover, the Amiga

Technologies' official distributor was PIXELmedia but due the problems with VIScorp and Escom, the distributor changed from AmineTEX1

Amiga INFO is not the only magazine in Spain covering Amigas as other magazines such as SuperJuegos, dedicate two-four

pages a month to the Amiga.

The Amiga never sold well here but there is a good Amiga community (Amiga clubs, Demoscene festivals, BBSes etc) and the A1200 has become the most important Amiga

in the country.

I think PowerAmigas are the way forward. If they were to be released here they would be a success. The PC is popular here but thanks to the superior Amiga OS, the PC could be dra-

matically erased from the Spanish computer market – the only advantages the PC has over the Arniga are its price and processor and the PowerArnigas will be made to beat the PC exactly in these two areas. Finally, Arniga does not exactly mean cultificant in Spanish Yes the word mans.

girlfriend in Spanish. Yes the word means friend but a female friend. (amiga for women, amigos for men). Novia translates as girlfriend in Spanish.

#### Francisco Rincón, Mallorca, Spain.

Thanks for that information about the situation in Spain and apologies to any Spanish people who may have been offended by the article. The debate rages on Robert Wilson's letter (August 96) sparked a flood of response from our readers. Here are some of the letters that we received.

Re: Robert Wilson's letter (August 96) where he complains that the tutorials are too easy. I recently purchased an Amiga 500 plus for my daughters (four and six) and myself. I was annoyed at the arrogant tone of his letter. Surely he can understand that your magazine caters for the needs of all age groups and differing abilities and not just the super intelligent uni-

My sight year old daughter and I both read your magazine because you have aimed the contents at all agentabilities she can understand and follow the articles as well as, if not better, than myself. Please do not change your formula too dramatically so as to alleante a very large element of your readership is ordinary families who want nothing more than an informative, accurate and enjoyable read, in a nutshell CU Amige Magazine.

#### Mr PC Hart, Chesire.

I bought an A1200 just two years ago and, as I had no experience of com puting. I was grateful to discover CU Amiga Magazine. At first a lot of what was written went over my head but there was always the something to get me going - especially the easy guide to using/unpacking cover discs. Gradually things became clearer and I was able to refer back to previous magazines for more advanced learning ie the Paint tutorials at the end of 1994. Being interested in video making I am most appreciative of cover disks such as Adorage and Videotracker, along with the help on

how to use them. The CD-ROMs have also been marvellous. Please don't listen to eggheads like Robert Wilson – maybe he doesn't

need your help at all but lots do. For example, whilst I no longer need help unpacking disks, it is good that you include advice for others that do. Eggheads can always skip that bit.

#### Roy Trahar, Herts.

I feel that the points made by Robert Wilson are valid. I have several friends who own various types of Amiga and are at various stages of the learning curve, none however could be considered to the control of the co

Sam Lambert, London.

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